

POOL OF RADIANCE

RUINS OF MYCH DRANNOR

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Prologue

By Ed Greenwood

Living Forever

By Ed Greenwood

*Fear me, oh yes. I am fearsome, and awesome.
I am Ondruu, and I will live forever.*

Once I was tall and spare and strong, my eyes green flames as I strode through Cormanthor cloaked in my power, chuckling silently as I surveyed elven fancy. Ladies of the Fair Folk looked at me sidelong, and again--and when they saw me alone, drifted out of nightshadows to do more than look.

They'd never beheld a man so graceful and fine of face and form, nor one who could spin spells as effortlessly as the Srinshes, magics cleverer and stronger than the craftings of the haughtiest Starym archmage.

Oh yes, I was something to behold. Now you think me a ghost, and stare amazed, and thrust your blades at the twinkling of lights I trail . . . but I am not where you believe me to be. I am here, in the spell-knotted heart of this fist-sized emerald--see how I sparkle?--in the hilt of Talath Mornyr's swiftwing sword. Yes, in my favorite place, sliding through the ever-glowing maze of soft-woven dweomers wherein old Eloedar Lyrindralee captured the crowning magic that makes the blade fly like a bird, across half Faerûn if need be, to return to its bearer's home carrying a transfixed message, or a token bound to it, or even a stolen spell.

Ah, but you begin to forget me, and relax. To look again at where you don't quite dare to go yet. Castle Cormanthor, stern and tall--what's left of it. You fear it, I see . . . but you do not fear me.

I shall not be forgotten so easily.

So now I quit the blade, and fly past ears and over heads--hah! Carve the air if you will, futile swordswingers! See if you can make it bleed, where even gods fail! Chuckling silently, I alight in this glass flower, amethysts and amber melted and shaped by Sarsaree the Weaver, glowing like kindling flame now as I dance, awakening spell-locked scents that have lasted a thousand years, and will prick noses for another thousand. Nay, strike not at such beauty, or I'll thrust you through with lightnings, and leave your boots full of ashes for the next fools to

find! Away I'll fly, if your blades are your answers to my every glimmer and shimmerburst! Away, to make many-pillared Aladaen Hall awaken and sing, the ghosts of elven ladies dancing again in the depths of its huge crystal pillars. Ah--you follow, Castle quite forgotten! Beyond Aladaen, to the Harpstones, there to send forth tunes through crumbling towers that have not heard such sounds for centuries . . . and on, ahead of your hurrying boots, to where the armors of Faeravarra drift and float, dark and gleaming and deadly, awaiting but my thoughts to send them swooping into battle! Blood you want so thirstily, intruders? Blood you shall have, bright rains of it--and all your own!

Yes, I am Ondruu, and you should fear me.
You will fear me.

And yet, pause now, a-panting and wild-eyed, and think on this: I am the most noble of we who tarry here, spirits riding the Mythal like breezes. Oh, yes, I know mercy--and show it to others, as did the Lady Steel whose remembered beauty sears my heart still. The Dark Ones know rather less of mercy.

They ride the Mythal too, more cruel than clever: drow, drained and enslaved here by one who has the gail to tamper with the Mythal. Newly come hence, to whisper among the baelnorn. She who moans for power, her eyes like flames as she walks with her once-dragon. She of the Gauntlets. She who thinks herself Queen of Myth Drannor, and makes the Mythal a crude weapon and a spark for her puling spells. She looks only for her own reward, and sees all beings as things, tools to be wielded--but sees not beyond tomorrow. I've known many men thus, but few such among women who spin spells. One, I say, is more than enough.

If you meet with her, you'll know it--even before she drains you. Madness is in her eyes. She must have more, ever more . . . more power and more souls. With the Mythal she makes greater her fell thralls, not--dragons and once-dragon and all, and casts forth draining radiances in pools far from this greatest city of all, to drive down men like cattle in distant lands and grow ever greater. Perhaps she thinks to ascend among the gods, a new star blazing up among old. Where else does such power point? And yet I've seen stars fall even from those shining heights . . . and bright though her power blazes, she's not yet even sensed Ondruu--or any of the other watchful spirits who ride the Mythal. If she goes too far, and calls on her dark vessel to do

the wrong thing, we'll boil up out of cellars and mossy spires and forgotten crypts and suddenly-blazing runes and buried coffers all over this root-split, leaf-choked, proud ruin of a city, and shine forth in our wrath ere we descend on her, in all our chilling, howling glory.

Aye, cower, intruders! We are more than just voices moaning in the wind. Some of us were trapped here, and some embraced the Mythal as it formed. Others sank into it when they wearied of daily deeds, or when fiends came upon them in the Fall and sought to tear Myth-folk limb from limb-there! See? That twin-kling of lights in yonder dark arch, across the rubble that was once Alaungaleir House? Behold another spirit of the Mythal, regarding you now: Amanthala, Dark Lady of the Nornaneir, the darkest sorceresses of Myth Drannor. She bathed in blood-her own, and that of human women who gave it willingly, and in turn tasted blue elfen firewine and lived longer. Long ago that was, and she misses it. She hates the soulless dark-ears even more than Ondruu, and the not-dragons, too . . . and most of all, this upstart not-Queen with her overbold spells and her careless graspings at power.

She should have turned to our road long since, to live forever within the Mythal and of the Mythal, glorying in its song. The song of a thousand mages, and more, who gave of themselves as they bound powers into it, and played those powers like harp-strings to do new things, keeping the Mythal alive, and vital, and growing.

I miss those days. The Mythal has not reached forth in new splendor for too many long years, now. It goes less far than it once did; I can no longer soar over the lights of Sembia, or stand in the night air between the stars and the Moonsea. There are darkneses and fadings within it, and none to weave and mend and brighten Myth Drannor again.

Yet see me dance now, away from brooding Amanthala to this balcony choked with trailing vines and the bones of fiends. Here in the outerworks of the House of Gems they died-final falls, just as toads and foxes and most men die, their spirits blasted and consumed by the floating sphere at their heart. Oh, yes, Daraedynty: smooth, dark, and round, a black gem as big as six mens' heads, floating so serenely among the fused bones . . . waiting.

Waiting to slay you, if you dare to touch it. I can dance here in its dark heart, amid the deadly magics stirring even now, because I am half a ghost.

And that is Tyche's own favor on you, for Ondruu was not the least among mighty battle-mages, and-I daresay-one of the very few who enjoyed dealing death and striving against foes. Oh, yes, your luck would have failed ere now, wildsword adventurers, if I had my body still . . .

Again, see? Almost as if it's . . . taunting us.

Delmoene's voice seemed almost lazy, but its casualness fooled none of her companions. The agitated flashings of the sentient gems set into her gauntlets might have had something to do with that. "So? 'Tis a ghost-a pranksome ghost, that seeks to lure us astray into doom. Think you no one died here?" The growling warrior looked at the moss-girt, leaning tower on their left, and then peered quickly at the moss-girl, soaring tower on their right.

"Why," he added slowly, looking almost reluctantly at the dark and frowning wall of stone rising straight ahead of them, "fiends must have bounded over all these stones, tearing elves apart with their claws in a storm of slaughter!" "Thank you, Solor," Delmoene said icily, not taking her eyes from the grand ramparts of the House of Gems, looming over them all. "Just the cheerful image I needed, with dusk coming down fast and no time to walk back out."

"I say again: teleport us back to the clearing and we'll use the gate again tomorrow," another warrior said in exasperation. "I'm not smitten with the thought of spending a night here, either!"

The fair-haired sorceress had known the kisses of both men before, but her patience with thick-headed warriors had run out for this dying day.

"Baerlor," Delmoene asked almost gently, "did you or did you not see Rathkra blasted to bloodspray when she tried to teleport, back by the broken bridge?"

Baerlor shrugged. "That might have been just there. We ca-"
 "Baerlor. Rathkra is about the twoscore and third mage I know
 of who died trying a translocational spell in Myth Drannor. I'm
 not about to become the twoscore and fourth."

The warrior waved his glittering sword angrily. "The Mythal's
 not supposed to let anyone open gates into the heart of the city,
 either, yet here we are!"

"Yes, but we don't know who crafted the gate-it might've been
 part of the Mythal all along! Why can't you think for a breath
 or two, all of you, before ope-"

The ground under Solor's boots erupted-into a great pale frog-
 head, cream and dun like a mushroom, rearing up as tall as two
 men as flagstones tumbled and rolled away.

A many-fanged maw gaped hungrily, beneath cruel eyes. The
 massive four-armed worm wore a necklace of yellowing human
 skulls around the corded muscles where its neck should have
 been. It smiled horribly, and reached out with four gnarled,
 long-taloned hands...

Delmoene didn't spare time to scream, but Baerlor did. They
 were all running back the way they'd come by then, as hard
 and as fast as their boots could take them over broken stone,
 vines, and slippery moss, racing for the stone steps that would
 take them back out of this dell, and-Delmoene crashed into
 Baerlor's back, spun away, and caught her balance with a curse.
 "Loviatar lash you, Baer, what're you-oh!" The stair was occu-
 pied. Gasping adventurers stared into the cold, gentle smiles of
 about a hundred dark-armored drow.

A warm welcome to the House of Gems. Oh, yes.
 An ormyrr behind you, already snatching up stones twice your
 size to hurl at your backs... and the drained drow before you,
 dark blades sharp and ready. No time now to wave swords at
 me, hey?

I am Ondruu, and I will live forever.

POOL OF RADIANCE™: RUINS OF MYTH DRANNOR is a
 Dungeons & Dragons® fantasy role-playing game set in Myth Drannor,
 the death-shrouded ruins of a once great city, where elves and
 dwarves had come together to create a monument to art, beauty,
 friendship and peace. They thought their city would flourish forever.
 They were wrong. Now it is a time of turmoil in the FORGOTTEN
 REALMS® world: the old leaders and heroes have come and gone; the
 ruined region is rife with conflict. A new power has risen, bringing
 with it a threat to all of Faerûn. Enter your adventurers - hearty men
 and women, a party formed of mutual interests and the desire to set
 things right. Something evil has awoken in Myth Drannor. Will you be
 the ones to stop it?

Installing the Game

Before you get started, please make sure your system meets the mini-
 mum system requirements listed below. You must install Pool of
 Radiance files to your hard drive and have the POOL OF RADIANCE:
 RUINS OF MYTH DRANNOR CD in your CD-ROM drive in order to
 play this game. To install the game, insert the CD into the CD-ROM
 drive. When the pop-up window appears, click on the **INSTALL** option.
 If you have disabled the Windows Autorun function, or if it does not
 operate, *explore* the CD and double-click the **SETUP** icon. Follow all
 on-screen prompts to complete the installation.

System Requirements

To run POOL OF RADIANCE: RUINS OF MYTH DRANNOR you
 need the following minimum system requirements:

- Windows® 95/98 or Millennium Edition (ME)
- Pentium® II 400 MHz PC or compatible
- 505 MB of hard disk space
- 64 MB RAM
- 8X CD-ROM
- 3D video card with D3D support including (Voodoo 2 (12 MB) or higher, INT 1
 (16MB) or higher, GeForce series, ATI Rage Pro Series and Radeon Series)
- DirectX compatible sound card
- Windows® 95/98 compatible pointing device
- Support for 1-6 players LAN and Internet (56K Modem or faster required)

In addition to the basic system requirements, the game requires that
 DirectX 8.0a or higher be installed to your hard drive. The option to

install DirectX 8.0a appears during the game installation. At the end of installation, you are prompted to register POOL OF RADIANCE: RUINS OF MYTH DRANNOR electronically. For Internet play you need a DirectPlay compatible modem.

The following are the recommended system requirements:

- Windows® 95/98 or Millennium Edition (ME)
- Pentium® III 500 Mhz PC or compatible
- 845 MB of hard disk space
- 128 MB RAM
- 8X CD-ROM
- 3D sound card

Note for owners of Video 5 series cards: Pool of Radiance: RoMD supports anti-aliasing for your Video 5 series cards. To get the optimum effect, turn on FSAA before beginning play.

Electronic Registration

If you did not register your copy of POOL OF RADIANCE: RUINS OF MYTH DRANNOR after installation and wish to do so later: From your desktop select the **START** button, click on **PROGRAMS**, click on the folder that contains POOL OF RADIANCE: RUINS OF MYTH DRANNOR and click on **ELECTRONIC REGISTRATION**. Follow all on-screen prompts to complete the registration.

Uninstalling the Game

Select the **UNINSTALL** option from the Autorun menu, or choose **SETTINGS** from the Windows Start menu and select Control Panel. In the Control Panel, select **ADD/REMOVE PROGRAMS**, left-click on POOL OF RADIANCE: RUINS OF MYTH DRANNOR and click on the **ADD/REMOVE** button. The game and all its components are then removed from your hard drive, except for data that was changed after the initial install (i.e. save games, character data, and game options file).

Starting the Game

Every time the CD-ROM drive is closed with the CD in place, the POOL OF RADIANCE: RUINS OF MYTH DRANNOR Autorun menu appears with options to run the game, Install DirectX, view the **README.TXT** file or uninstall the game. The game can also be started by opening the Start menu, selecting programs, choosing the folder where the game was installed and clicking on the POOL OF RADIANCE: RUINS OF MYTH DRANNOR program item.

For complete and specific "how to play" information, please refer to the appropriate sections of the manual. Note that some changes were made too late to include in this manual. Please read the Readme.txt file in your game folder for more information.

Once the introductory movie has played, the POOL OF RADIANCE: RUINS OF MYTH DRANNOR Main Menu appears. You have several options:

Single Player Game

Let the adventure begin! This brings up the Single Player Menu panel. Choose New Game to start a single player campaign game. Select up to four characters to create a party, then click on Start Game to begin. Information on creating characters can be found in Chapter 1: Building a Party starting on page 20.



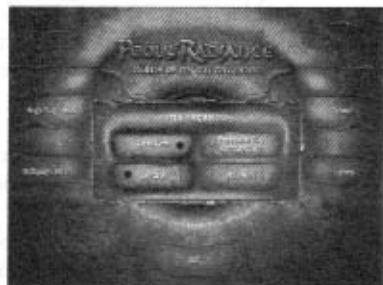
NEW GAME

Select **LOAD GAME** to resume a previously saved campaign. Choose a game from the list and click on **LOAD** to enter the game, or select **CANCEL** to exit the Load Game panel. You can also delete saves from this panel.

Select **MAIN MENU** to return to the main menu of the game.

Multiplayer Game

Explore endless new dungeons with your friends. This opens the Multiplayer Menu panel, from which you can choose to **CREATE** a new multiplayer game or **JOIN** an existing one over the Internet or Local Area Network. See Chapter 3: Playing With Friends starting on page 73 for a detailed explanation of multiplayer games.



CREATE NEW
MULTIPLAYER GAME

JOIN MULTIPLAYER GAME

You can also use GameSpy's matching service to meet other players online and play multiplayer games with them.

Select **MAIN MENU** to return to the main menu of the game.

Tutorial

The tutorial is a basic walkthrough of some of the major functions you will encounter when playing the game. Here you will learn how combat works, how to cast spells, use skills, interact with objects, and converse with NPCs (non-player characters) you meet along the way. Simply click on **TUTORIAL** in the Main Menu and this will take you to your first few lessons in New Phlan.

Options

Set up your game environment to suit you and your system. This brings up the Options panel, described in the section "Configuring Game Options" on page 16.

Quit

Exit the game and return to your Windows desktop.



OPTIONS

Configuring Game Options

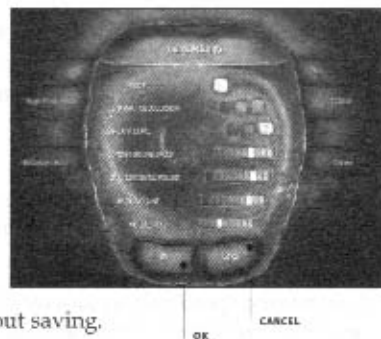
Select **OPTIONS** from the Main Menu to bring up the Options panel, from which you can view game movies, see the credits for the game, take a look at the hotkeys used in game, and configure the game settings.

View Movies

Brings up a list of all the movies you have unlocked in the game so far. Use the scroll buttons to search through the movies list. Select a movie, then click on **VIEW** to play it. You can press the **P** key to pause the movie, or either the **SPACEBAR** or **ESC** key to exit the movie and return to the View Movies panel. Click on **CANCEL** to exit the View Movies panel.

Game Settings

These options allow you to control some common game settings. Make your changes and select **OK** to save your options and return to the Main Menu. Changes you have made will not take place until after you have clicked on **OK**. Click on **CANCEL** to reject any changes and exit the Game Settings panel without saving.



Voice

Toggles the spoken voice of the NPCs (non-player characters) on and off. When Voice is off, the NPCs communicate with you solely through on-screen text.

Character Occlusion

Sets how easy it is to see your characters when they walk behind trees, walls and other objects. Occlusion is the transparency of the world's scenery. The settings run from left to right with the left-most one marking no occlusion (so that characters are completely hidden behind obscuring structures) and the right-most one marking full occlusion (so that characters are fully visible through obscuring structures). The middle setting shows the characters' relative position behind structures by showing their skeletons instead of full textures.

Shadow Level

Alters the degree of sophistication for shadows seen in the game. You can turn them off completely (the left-most setting on the scale) or scale them up to match the animations of your characters as they run, move, and fight (the right-most setting on the scale). The middle setting gives characters some shadow, but it's not as detailed as the right-most setting.

Combat Round Speed

Alters the length of time you and any other human player have to select an action for a character during a combat round. Move the highlight to the right to force all players to choose actions faster, or move the highlight to the left to give yourself more time to think during combat. Changing the setting to the farthest left turns the round speed counter off completely.

SFX / Cinematic Volume

Changes the volume of sound effects in the game such as spell casting and movie dialogue. Select the setting on the far left to turn the sound effects in the game off completely.

Music Volume

Changes the volume of the music in the game. Select the setting on the far left to turn the music off completely.

Mouse Speed

Controls the speed and sensitivity of your mouse. Since the mouse is used to control party movement and to scroll the Adventure screen, you may want to adjust this setting to a mouse speed you are comfortable with. Clicking on the settings to the left makes the mouse move slower, and therefore somewhat easier to control. Clicking on the settings to the right gives the mouse more speed, but also makes it a bit harder to precisely control the mouse cursor.

Hot Keys

Brings up a list of the assigned hot keys in the game. You can also define the function keys (F2 - F10) to automatically perform certain game functions. This is described in detail on page 55.

Credits

Displays the credits for POOL OF RADIANCE: RUINS OF MYTH DRANNOR. Select Close when you are finished viewing the credits to return to the Options panel.

Main Menu

Exits the Options panel.

Chapter 1

Building a Party



BUILDING A PARTY

Only special kinds of persons become adventurers....Elf or Halfling, Human or Dwarf, all have within them a kind of driven wanderlust. A dread of each day being the same as the next spurs them onward, compelled to learn what lies over the next hill or inside that darkened cave. They are determined to leave something of consequence behind when they die, a hoard of treasure, a heroic tale, a noble legacy. Adventurers quest for many reasons, but in their hearts, most yearn foremost for the chance to show the world that they were here, and that they made a difference....

When the game opens, parties are being formed for an investigation of strange occurrences surrounding the Pool of Radiance. Before you can begin your adventure you need to create a selection of characters, and then choose one to four of them to make up your party. The following pages take you through the details of character creation. Begin by selecting **SINGLE PLAYER GAME** from the POOL OF RADIANCE: RUINS OF MYTH DRANNOR Main Menu, then choose **NEW GAME** to enter the Character Roster screen.

Creating a New Character

Although you can use any of the six pre-built characters to make up your party, it is more fun to create your own. Start by clicking on **NEW CHARACTER**, which begins the character creation process.

Choosing Your Race

First, choose your race. When you click on a button, a description of the race appears at the bottom of the screen. Each race has certain strengths and weaknesses, and your choice affects your character's stats and favored class. Each race is described in detail on the following pages.

You can play a character of any class or race, but certain races are better suited to pursuing certain careers. Dwarves, for example, can be Sorcerers, but their rugged, muscular bodies make them more effective as Fighters. **Table 1-1: Racial Ability Adjustments** gives the ability score changes for each race, along with their favored class. A character's favored class doesn't count against the character when determining XP (experience point) penalties for multiclassing (see "Multiclass Characters" on page 88). Select a race and click on **NEXT** to continue on and choose your class.

Table 1-1: Racial Ability Adjustments

RACE	ABILITY ADJUSTMENTS	FAVORED CLASS
HUMAN	None	Any
DWARF	+2 Constitution, -2 Charisma	Fighter
ELF	+2 Dexterity, -2 Constitution	Sorcerer
HALF-ELF	None	Any
HALF-ORC	+2 Strength, -2 Intelligence, -2 Charisma	Barbarian
HALFLING	+2 Dexterity, -2 Strength	Rogue

Human

The most flexible, innovative and ambitious of the races, humans are distinguished by their lack of specialization. They prefer no particular profession, tend to no particular alignment and have no outstanding strengths or glaring weaknesses in their abilities. This variability no doubt results from their relatively short life spans.



Humans are uncommonly suited to becoming adventurers. Their mix of daring, adaptability and greed make them tenacious in the pursuit of their causes, willing to take risks when longer-lived travelers would hesitate. Humans learn quickly and easily, often more skilled than other, far older adventurers. By the standards of other races, they are not thought particularly loyal to anyone but themselves, but the truth is that from the ranks of humans have arisen both cruel villains and self-sacrificing heroes.

Dwarf

An insular race, dwarves are known to be suspicious of anyone outside their under-mountain homes. Generations of toiling beneath the earth have left an indelible mark upon this race whose short, broad stature can survive an amazing amount of punishment.



Most Dwarves are hardworking and loyal, with a strong sense of justice and a natural wariness. However, some have been known to succumb to greed, obsessed by the gems, metals and other treasures of the earth that their race is known for producing.

Many adventuring Dwarves join the ranks of the Fighter. For ages they have been forced to defend their kingdoms from those enemies above and below that wish to plunder their wealth, and so most Dwarves grow to adulthood learning at least a few of the warrior arts. Even those dwarves who don't make their living by the axe still benefit from their race's natural resistance to magical effects and poisons of all kinds. Their predilection for law and justice, in addition to their iron constitutions, make them popular party members.

Elf

The long-lived Elves are as mercurial as they are mysterious. Most keep to their small communities in the deep forest, but the few who emerge make their way as wandering bards or itinerant sword masters, dazzling other (they would say lesser) races with their dexterous hands and unearthly grace. Elves prize freedom above all else, and spend their lives in pursuit of beauty and new experiences. Though they can be haughty, most Elves honor and defend that which is good, and in its defense can bring to bear considerable skill with sword, bow or magic.



Elves have considerable time for learning and practice, and often a natural affinity for the magical arts. This leads many onto the path of the Sorcerer. Their spells, along with keen senses and an uncanny ability to spot concealed doors and passages make them valuable additions to any adventuring party. Their immunity to **sleep spells** and resistance to enchantment magic partially makes up for an inborn fragility of constitution.

Half-elf

Never fully accepted into the societies of either parent, Half-elves live in a place between worlds.

More adaptable, quicker to learn and grow, and much more impatient than their elven peers. Half-elves often feel aloof and detached from the fast-paced restlessness of their Human peers.



Though some blend into society better than others, most Half-elves grow up with little respect for the laws of two peoples who cannot accept or understand them.

Though not as dexterous or graceful as their elven relatives, Half-elves make up for it with their Human relatives' flexibility and inventiveness. Though not drawn to any particular profession, Half-elves share their elven parent's immunity to **sleep** and resistance to enchantment magic. Many fall into the adventuring life, as a rebellion, or an escape, from the isolation of their childhood. Often their adventuring party is the only place a Half-elf has ever felt 'at home'.

Half-orc

Born in the battlegrounds of the frontier, Half-orcs grow up in the tribes of their Human or Orc parents, trying to claw out a place for themselves despite their mixed blood. Some succeed, others turn instead to the distant cities far from their homeland, where they can make their way by the might of their arm, and hope to be judged by their skills, not their lineage.



Most Half-orcs become what are called Barbarians, letting their orcish blood fuel rages of terrifying strength and power. Yet there are some who choose other paths, striving hard to transcend their innate deficit of intellect through instinct and cunning. The attitude of other races toward the Half-orc is often suspicion. Some Half-orcs embrace their darker side, making the lives of their more lawful cousins even more difficult. Still, many adventuring parties are willing to take on a Half-orc with battle prowess, asking no questions about his or her past.

Halfling

A mix of contrasts, Halflings of all sorts have one trait in common: resourcefulness. While many Halflings desire little more than to stay in their comfortable homes, others are perpetually restless, and weary of the safe, staid life of their cousins. Their exceedingly small stature has forced halflings to do many things simply to survive, and they're very good at it!



They are fond of creature comforts, and are always looking for ways to make sure their wants and needs will be satisfied, sometimes at the expense of others. However few Halflings are genuinely bad, simply selfish. A Halfling whose trust has been earned can be trusted in return.

Their small, delicate hands make halflings equally adept at picking pockets and disarming traps. Many fall naturally into the way of the Rogue, either out of boredom or need. Their size can be an advantage in combat as well, although it does limit them to smaller weapons. Shorter targets are harder to hit, and to a Halfling, everyone else is a big target! As a result, halflings receive a +1 bonus to all their saving throws, as well as to their base attack and their starting armor class (AC). These advantages, plus a tendency to have just a bit more curiosity than sense, lead many halflings into the adventuring life.

Picking a Profession

Your character's class is what they do. Their profession determines their combat training, spell casting ability, special skills and more. Click on a class to read a brief description. Details on each class's abilities can be found in the following class descriptions. Each class has certain skills that it specializes in, listed below in **Table 1-2: Skills and Hit Dice by Class**. A character's Hit Dice are a representation of how much damage they can take as they advance in levels; the "d" refers to dice and the number afterwards refers to the number of sides the die has. Skills are described in detail in the section "Skills" on page 79 in **Chapter 4: Experience and Equipment**. In addition, although all armor types can be worn by any class, weapons and shields are restricted by character class. Armor and weapon proficiencies for each class are listed in their descriptions. For more information about "Armor" and "Weaponry" see those sections beginning on pages 93 and 89 also in **Chapter 4: Experience and Equipment**. Select a class and click on **NEXT** to continue on and choose your alignment.

Table 1-2: Skills and Hit Dice by Class

CLASS	SKILLS	HIT DICE
BARBARIAN	Heal, Hide, Listen, Move Silently, Search, Spot	d12
CLERIC	Concentration, Heal, Hide, Listen, Move Silently, Search, Spellcraft, Spot	d8
FIGHTER	Heal, Hide, Listen, Move Silently, Search, Spot	d10

continued

Table 1-2: Skills and Hit Dice by Class

CLASS	SKILLS	HIT DICE
MONK	Heal, Hide, Listen, Move Silently, Search, Spot	d8
PALADIN	Concentration, Heal, Hide, Listen, Move Silently, Search, Spellcraft, Spot	d10
RANGER	Concentration, Heal, Hide, Listen, Move Silently, Search, Spellcraft, Spot	d10
ROGUE	Disable Device, Heal, Hide, Listen, Move Silently, Open Locks, Search, Spot	d6
SORCERER	Concentration, Heal, Hide, Listen, Move Silently, Search, Spellcraft, Spot	d4

Barbarian

Bred in the frozen northern wastes and the torrid southern jungles, Barbarians are fearsome warriors, known for their berserker tactics and distrust for arcane magic. Barbarians are often illiterate, and have little appreciation for the laws and refinements of civilization. They prefer the open road to the tangle of city streets, and honest battles over delicate negotiations. Though their rough ways aren't for every party, many adventurers seek out these mighty warriors when traveling into remote, hazardous areas.



Class Abilities:

Barbarian Rage: In times of great need, the Barbarian may fly into a bloodthirsty frenzy, gaining a +4 to their Strength and Constitution scores for a short time (this bonus increases to +6 at 15th level). The rage lasts for 3 rounds plus the character's new Constitution modifier of game time. This is not without its drawbacks, however. Barbarians become unable to use skills that require patience or concentration, and their focus on attack makes them easier to hit. Plus, once the rage fades, they lose the additional hit points gained from the increased Constitution, which could leave them unconscious and dying.

This ability can be chosen from the combat options menu and counts as a free action during a character's turn.

Fast Movement: Barbarians have a greatly increased movement range when they are wearing medium or lighter armor and are not encumbered.

Uncanny Dodge: Starting at 3rd level a Barbarian retains their Dexterity modifier to AC even if caught flat-footed. At 6th level, the Barbarian can no longer be flanked.

Weapon and Armor Proficiency: The Barbarian is proficient with all simple and martial weapons, armor and shields.

Other Notes: Barbarians cannot be of lawful alignment. Barbarians, like all warriors, benefit from a high Strength. A good Constitution is vital to power their rages, and keep them alive afterward. Dexterity is always useful, especially for Barbarians who choose to go lightly armored.

Cleric

Servants of their god or goddess, Clerics have as many forms as there are deities to worship. Some are gentle messengers, spreading healing and wisdom, while others are hard-bitten warriors, fighting alongside their Paladin brethren with spells and sword alike. Adventuring Clerics are generally trying to further the causes of their gods in some way, either directly acting on their behalf, as in a divinely inspired quest, or simply by healing others in their gods' names. Of course, not all gods are benevolent, so the ranks of the Clerics include unpleasant people more likely to cause harm with their spells than healing.

Class Abilities:

Turn Undead: Calling upon the might of their god, Clerics have the ability to turn undead, forcing undead to cower in fear. If the Cleric is considerably more powerful than the undead to be affected, the monster may be instantly destroyed. This action must be selected from the Combat Options menu during combat.

Cast Divine Spells: Clerics can cast divine spells beginning at 1st level. The Cleric's spell list can be found on page 99 and spell descriptions start on page 97.

Armor and Weapon Proficiency: Clerics are proficient with all simple weapons, armor and shields.

Other Notes: Clerics depend on their Wisdom to determine the strength and number of their spells; a Cleric needs at least a 10 in their Wisdom score to cast 0 level spells, or Orisons, and 11 to cast 1st level spells, etc. Charisma is also useful, since it affects their ability to turn undead. Since their place can often be fighting beside warriors, or at least plunging into battle to heal them, Clerics also benefit from the extra hit points of a strong Constitution.

Fighter

All Fighters live and die by their martial skills; how they come to this path is different for each individual. The noble knight, mercenary soldier, wandering duelist and petty bandit all fall under this broad heading. Most Fighters receive formal training at some time in their lives, when they learn to wield many weapons and be comfortable in all types of armor. But a few are simply self-taught, with natural abilities and luck that kept them alive during their early battles. Adventuring Fighters quest for many reasons, from an earnest belief in the rightness of their mission, to simple greed and battle lust.



Class Abilities:

Fighters have no special abilities, but begin the game with two feats, and they receive one extra feat every two experience levels, starting at 2nd level. Feats are special abilities that a character can perform, which help them in combat and other tense situations (see "Feats" on page 82 for a complete description).

Weapon and Armor Proficiency: Fighters are proficient with all simple and martial weapons, armor and shields.

Other Notes:

Strength is very important for Fighters because it increases their chance to hit and the damage they inflict. Constitution is also vital because it affects hit points, and Fighters will be in the front line taking the most damage. Dexterity can be important for Fighters who use missile weapons, but the bonuses are often negated by the heavy armor many Fighters wear.

Monk

After years of training in remote monasteries, Monks become masters of their minds and bodies. Their life-long mission is perfection of their physical and spiritual selves through meditation, constant practice and rigorous self-discipline.

Monks who leave their homes and take up the life of an adventurer are often seeking to test themselves and their skills, and to become closer to their own ideals by overcoming dangers. While someone untrained in their arts might believe taking on enemies without weapons or armor is suicide, Monks have confidence in their abilities, and see each new opponent as a challenge of wits and will.



Class Abilities:

Evasion: This ability is used automatically when the Monk makes a successful Reflex roll versus a spell or effect that causes Half-damage even if the save is made (such as *fireball*). Using amazing agility, the Monk twists and turns to avoid taking any damage at all.

Stunning Attack: Monks can choose to stun their opponents with an unarmed strike. They can do this a number of times per day equal to their level and, if the enemy fails their Fortitude saving throw, they lose their action for the round as well as their Dexterity bonus to AC. This action must be selected from the Combat Options menu during combat.

Unarmed Strike: Monks can do considerable damage, even if they carry no weapon. The damage caused by the blow is dependent on the Monk's level, and listed in **Table 1-3: Unarmed Strike Damage**.

Table 1-3: Unarmed Strike Damage

LEVEL	DAMAGE FOR HALFLING MONKS	DAMAGE FOR ALL OTHER MONKS
1-3	1d4	1d6
4-7	1d6	1d8
8-11	1d8	1d10
12-15	1d10	1d12
16	2d6	1d20

Deflect Arrows: At 2nd level Monks can attempt to deflect the first incoming missile attack in each round by making a Reflex saving throw. If they are successful, the damage will be avoided.

Fast Movement: At 3rd level Monks gain greatly increased movement speed, provided they are not wearing any armor.

Still Mind: At 3rd level Monks also gain +2 to their save versus magical spell effects that affect the mind.

Wholeness of Body: At 7th level Monks can cure their own wounds. They can cure up to twice their current level in hit points each day.

Improved Evasion: At 9th level Monks' Evasion ability improves. They still take no damage if the save is made, and additionally, they will only take half damage from area effect spells even if the save is failed.

Ki Strike: At 10th level a Monk's bare-handed strikes are imbued with ki force that allows them to strike creatures who can only be hit by magical weapons of +1. This ability improves at 13th level (+2) and 16th level (+3) as well.

Diamond Body: At 11th level Monks gain immunity to all forms of poison and venom.

Diamond Soul: At 13th level Monks gain resistance to spells equal to their level -10. In order to affect a Monk with a spell that can be resisted, the spellcaster must roll equal to the Monk's spell resistance or higher on 1d20 + the spellcaster's level.

Quivering Palm: At 15th level Monks can launch a deadly attack that sets up vibrations in an opponent's body causing them to die if they fail a Fortitude saving throw. This action must be selected from the Combat Options menu during combat.

Weapon and Armor Proficiency

Monks are proficient with all simple weapons and with all types of armor. In addition, Monks are allowed to add their Wisdom modifier and a bonus based on level to their AC when not wearing armor; this represents a "sixth sense" that allows them to avoid unanticipated attacks. A Monk's special skills all require freedom of movement. When wearing armor, a Monk loses his AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement.

Other Notes:

Monks must be lawful to follow their strict way of life. Wisdom is vital to Monks, because through their learning and intuition, their offensive and defensive abilities are enhanced. Dexterity is also key because most Monks wear little armor. Strength improves the damage and accuracy of their attacks.

Paladin

The eradication of evil according to the precepts of their god is a Paladin's noble purpose. Sometimes that charge can be fulfilled on the battlefield, other times it requires a more circuitous route. Paladins live for quests, for opportunities to aid the helpless and prove themselves worthy of their god's favor.

Each makes great sacrifices to follow their path, swearing an oath to uphold strict codes of conduct. This rigor and dedication makes for singularly focused warriors, often found leading critical missions to preserve peace and harmony throughout the land.

Class Abilities:

Divine Grace: Paladins automatically apply their Charisma bonus, if any, to all saving throws.

Lay on Hands: Paladins can cure themselves or others of damage equal to their Charisma bonus times their level in hit points each day. They can also use this ability to harm undead in the same way.

Aura of Courage: Beginning at 2nd level, Paladins are immune to fear.

Smite Evil: Once per day, Paladins of 2nd level or higher can attempt to smite evil. This action must be chosen from the Combat Options menu during combat. The Paladin's Charisma bonus is added to their attack roll, and if they hit, 1 point of additional damage is done per level of the Paladin.

Turn Undead: When a Paladin reaches 3rd level they gain the ability to turn undead. A Paladin turns undead as a Cleric of two levels lower would. If the Paladin is considerably more powerful than the undead to be affected, the monster may be instantly destroyed. This action must be selected from the Combat Options menu during combat.

Cast Divine Spells: Paladins can cast divine spells beginning at 4th level. The Paladin's spell list can be found on page 98 and spell descriptions start on page 97.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, armor and shields.

Other Notes:

Paladins must be lawful good. Charisma increases the power of the Paladin's abilities and Strength is vital to their ability to be effective in combat. Paladins also depend on their Wisdom to determine the strength and number of their spells; a Paladin needs at least a 10 in their Wisdom score to cast 0 level spells, and 11 to cast 1st level spells, etc.

Ranger

Wilderness warriors, Rangers are at home leading expeditions through remote and dangerous territory. They dedicate themselves to the study of the wild areas and their dangers, becoming experts in survival. Rangers track and hunt creatures both magical and mundane. This knowledge gradually gives them a connection with nature in all of its diversity, and many become proficient in simple spells connected with animals and the earth. This makes Rangers valued adventuring companions for any groups traveling into unknown places, remote from civilization. While most Rangers are good folk, seeking to protect travelers from harm or unspoiled areas from exploitation, others are more savage, as indifferent and mindlessly destructive as nature itself.

Class Abilities:

Favored Enemy: Rangers gain favored enemies every 5 levels. Rangers gain a +1 to Listen and Spot skill checks and attack rolls involving a favored enemy. This reflects their experience in battling against that enemy, and the knowledge they have gained in careful study of them.

Cast Divine Spells: Rangers can cast divine spells beginning at 4th level. The Ranger's spell list can be found on page 98 and spell descriptions start on page 97.

Weapon and Armor Proficiency: Rangers are proficient with all simple and martial weapons, armor and shields.

Other Notes:

Dexterity is important for Rangers because they tend to wear light armor and be proficient with missile weapons. Strength is always useful for any warrior likely to be in the front lines of combat. Also, Wisdom is the base for many of their skills, and Rangers need a Wisdom of at least 11 to cast 1st level spells, etc.

Rogue

Often as different from each other as night and day, a Rogue could be anything from a small-time pickpocket to a deadly assassin, a simple locksmith or a royal spy.

Most Rogues have a taste for the dangers and challenges of the trade, such as disarming a trap that could kill their party, or planning a heist of a well guarded jewel. But they also have other motivations, often greed, or desperation. Adventuring Rogues are sometimes just waiting for their chance to make off with the treasure, but others genuinely wish to help out a group of would-be heroes, by scouting and checking for traps. Complex characters, few Rogues have only one reason for doing what they do.



Class Abilities:

Sneak Attack: Whenever Rogues can catch their targets flat-footed, or otherwise not defending themselves effectively, they automatically do more damage (1d6 at 1st level, and an additional 1d6 for every two levels after that). Sneak Attacks are made whenever the Rogue's target is flanked, or whenever the target would not be able to use their Dexterity bonus (whether they actually have one or not). A Sneak Attack requires that the Rogue be able to locate the target's vital organs; as such, undead and constructs are immune to this special ability.

Evasion: At 2nd level, if a Rogue makes their Reflex saving throw to take only half damage from an attack, they instead take no damage as a result of their quick movements.

Uncanny Dodge: Starting at 3rd level a Rogue retains their Dexterity modifier to AC even if caught flat-footed. At 6th level, the Rogue can no longer be flanked.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons and armor, but not shields.

Other Notes:

Dexterity is key for Rogues; their skills rely on it, and it also provides the lightly armored characters some additional defense. Intelligence is also important for certain skills. A foolish Rogue can quickly end up dead.

Sorcerer

Magic to a Sorcerer is like ale to a Dwarf. It is such a part of their life that without it, they would be lost. Sorcerers are born with an innate gift to create magic, and spend their early years learning to harness and wield that power.



Many of them spend their lives in the endless pursuit of mystical knowledge for its own sake, adventuring merely to add to their collection of spells, or to hunt down components for a lost cantrip. Yet other Sorcerers take their magic for granted, and join in an adventure for their own reasons, be they boredom, greed, or the chance to make a difference.

Class Abilities:

Cast Arcane Spells: Sorcerers can cast arcane spells beginning at 1st level. The Sorcerer's spell list can be found on page 98 and spell descriptions start on page 97.

Weapon and Armor Proficiency:

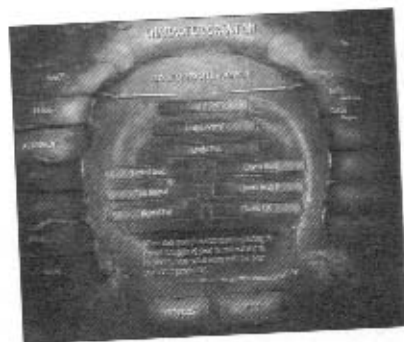
Sorcerers are proficient with all simple weapons and armor, but not shields.

Other Notes:

Sorcerers depend on their Charisma to determine the strength and number of their spells. A Sorcerer needs at least a Charisma of 10 to cast 0 level spells, 11 to cast 1st level spells, etc. Dexterity and Constitution are also vital because Sorcerers usually do not wear armor while casting spells due to the chance for spell failure and they have very few hit points.

Deciding on Your Alignment

Your character's alignment is an expression of their personality and view of life. Good characters protect innocent life, while evil characters try to corrupt or destroy it. Lawful characters are honest, respectful of law and tradition, while chaotic characters do things their own way, and are distrustful of authority.



Neutrality is a balance point between these extremes. Your class may restrict your choice of alignment; only people with certain types of personalities are drawn to certain professions. Click on an alignment for a brief description of each. Select an alignment and click on **NEXT** to continue on and choose your stats.

Table 1-4: Class Alignment Restrictions

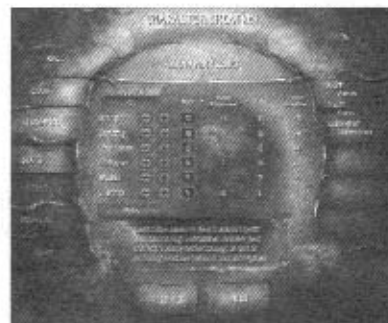
CLASS	ALLOWED ALIGNMENT
BARBARIAN	NO LAWFUL
CLERIC	ANY
FIGHTER	ANY
MONK	ONLY LAWFUL
PALADIN	ONLY LAWFUL GOOD
RANGER	ANY
ROGUE	ANY
SORCERER	ANY

Selecting Your Stats

Now you must assign points to your character's six ability scores. This helps to define what the character is good at. Each ability is described in detail below. You begin with a base of 8 in each ability, plus or minus any racial modifiers. If you chose to play either a Cleric, Paladin, Ranger, or Sorcerer, the points to raise their Wisdom or Charisma to 14 have already been spent automatically to give them a range of spellcasting potential to begin with; players can freely subtract

points from these scores if they so desire to add more points to their pool for other ability scores. Otherwise, you start with 25 points to spend. You can add to this point total by lowering your base score in an ability. Keep in mind that a low score in any ability will place your character at a disadvantage in some situations.

The number of points it costs to raise an ability score can be seen in **Table 1-5: Ability Point Costs**, below. As you spend your points, the total at the top of the screen decreases. Once you have spent all your points, click on **NEXT** to proceed.



Note: You cannot proceed to the next menu until all of your points have been spent in this fashion.

These costs precede racial modifiers, so for example, it only costs two points for an Elf to raise their Dexterity from 16 to 17, not three points

Table 1-5: Ability Point Costs

ABILITY SCORE	POINT COST
3-14	1
15-16	2
17-18	3

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for Fighters, Barbarians, Paladins, Rangers and Monks because it helps them prevail in combat.

You apply your character's Strength modifier to:

- Melee attack rolls
- Damage rolls for melee
- Determining your maximum encumbrance level

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is the most important ability for Rogues, but it's also high on the list for characters who typically wear light or medium armor (Barbarians and Rangers) or none at all (Monks and Sorcerers), and for any character that wants to be a skilled archer.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with bows
- Armor Class (AC), provided the character can react to the attack
- Reflex saving throws, for avoiding *fireballs* and similar attacks
- Move Silently, Hide, and Open Locks skill checks

Constitution (Con)

Constitution represents your character's health and stamina. Constitution increases a character's hit points, so it's important for everyone, but most important for Fighters.

You apply your character's Constitution modifier to:

- Each Hit Die (though a penalty can never drop a Hit Die roll below 1—that is, a character always gains at least 1 hp each time he or she goes up a level)
- Fortitude saving throws, for resisting poison and similar threats
- Concentration skill checks

If a character's Constitution changes enough to alter the Constitution modifier, his or her hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It's important for any character who wants to have a strong assortment of skills. Animals have Intelligence scores of 1 or 2. Creatures of humanlike Intelligence have scores of at least 3.

You apply your character's Intelligence modifier to:

- Search, Disable Device, and Spellcraft skill checks
- The number of Skill Points your character receives each level

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception and intuition. Compared to Intelligence, Wisdom is more related to being in tune with and aware of one's surroundings, while Intelligence represents one's ability to analyze information. An "absent-minded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is the most important ability for Clerics, and it's also important for Paladins and Rangers. If you want your character to have keen senses, put a high score in Wisdom.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating charm person and other spells)
- Heal, Listen, and Spot skill checks

Clerics, Paladins and Rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a Divine spell is 10 plus the spell's level.

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. It represents actual personal strength, not merely how others perceive one in a social setting. Charisma is most important for Paladins and Sorcerers. It is also important for Clerics, as it affects their ability to turn undead.

You apply your character's Charisma modifier to:

- Turning checks for Clerics and Paladins attempting to turn zombies, skeletons, and other undead Sorcerers get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast an Arcane spell is 10 plus the spell's level.

Ability Modifiers

Each ability, after changes made because of race, will have a -5 to +5 modifier. **Table 1-6: Ability Modifiers and Bonus Spells** shows the modifier for each ability, based on its score. It also shows bonus spells, which you'll receive if your character is a spellcaster.

The modifier is the number you add to or subtract from the die roll when your character tries to do something related to that ability. For instance, you add or subtract your Strength modifier to your roll when you try to hit someone with a sword. You also apply the modifier to some numbers that aren't die rolls, such as when you add or subtract your Dexterity modifier to your Armor Class (AC). A positive modifier is called a bonus, and a negative modifier is called a penalty.

Abilities and Spellcasters

The ability that spells relate to depends on what type of spellcaster you are: Wisdom for Clerics, Paladins and Rangers, and Charisma for Sorcerers. In addition to having a high ability score, a spellcaster must be of sufficient level in order to gain a bonus spell of a given level. (See Appendix 1: Class Level Charts for details.) For instance, the Sorcerer Mara has a 15 Charisma, enough to get one bonus 1st-level spell and one bonus 2nd-level spell. She will not actually get the 2nd-level bonus spell until she is 4th level, the minimum level a Sorcerer needs to cast 2nd-level spells.

If your character's ability score is 9 or lower, you can't cast spells tied to that ability. For example, if Mara's Charisma dropped to 9 because of a curse, she would not be able to cast even her simplest spells until cured. This is important to remember even if you are considering multiclassing later on to a spellcasting class.

Table 1-6: Ability Modifiers and Bonus Spells
BONUS SPELLS (BY SPELL LEVEL)

SCORE	MODIFIER	0	1	2	3	4	5	6	7	8
1	-5	-	-	-	-	-	-	-	-	-
2-3	-4	-	-	-	-	-	-	-	-	-
4-5	-3	-	-	-	-	-	-	-	-	-
6-7	-2	-	-	-	-	-	-	-	-	-
8-9	-1	-	-	-	-	-	-	-	-	-
10-11	0	-	-	-	-	-	-	-	-	-
12-13	+1	-	1	-	-	-	-	-	-	-
14-15	+2	-	1	1	-	-	-	-	-	-
16-17	+3	-	1	1	1	-	-	-	-	-
18-19	+4	-	1	1	1	1	-	-	-	-
20-21	+5	-	2	1	1	1	1	-	-	-
22-23	+6	-	2	2	1	1	1	1	-	-
24-25	+7	-	2	2	2	1	1	1	1	-
26-27	+8	-	2	2	2	2	1	1	1	1
28-29	+9	-	3	2	2	2	2	1	1	1
30-31	+10	-	3	3	2	2	2	2	1	1
32-33	+11	-	3	3	3	2	2	2	2	1
34-35	+12	-	3	3	3	3	2	2	2	2
36-37	+13	-	4	3	3	3	3	2	2	2
38-39	+14	-	4	4	3	3	3	3	2	2
40-41	+15	-	4	4	4	3	3	3	3	2

Personalizing Your Character

If you are creating a Sorcerer, you will need to pick his or her starting spells. Your character automatically also learns several Cantrips as well. Cantrips are lesser spells that apprentices learn during training. If you are creating a Cleric, the character automatically has access to all the 1st level Divine spells, as well as Clerical Orisons (equivalent to Cantrips). Left-clicking on any spell selects it. To deselect it, simply left-click again.

Once you have chosen starting spells, select **NEXT** to pick out a miniature for the character. You have a choice of several models, depending on your character's race and class. This is what your character will look like as your party adventures through the dungeons of Myth Drannor.

Then enter a name for your character. At this or any previous point, if you wish to make any changes to your character, simply click on the appropriate tab on the left side of the screen or click on the **PREVIOUS** button at the bottom of the screen. This returns you to that point in the character creation process. When you are satisfied with your choices, click **NEXT** to bring up the Character screen.

In the Character screen you can review your character and see his or her starting spells, skills and equipment. When you are finished, click on **DONE** to exit the screen and save the character to the Character Roster.



Viewing the New Character Screen

The View Stats screen provides you with detailed information about your character's stats, skills, spells and items.

On the left side of the screen are the character's basic statistics. Underneath the name are the number of experience points he or she has earned, and the number needed to reach the next level. Below that are hit points (next to the heart icon), armor class (next to the shield icon) and current amount of party gold (next to the coin icon). A representation of your character, called the paper doll, shows currently equipped items, and is to the left of the list of abilities and each stat's ability modifier.

Directly below your paper doll is a box for Effects that may be in place on your character. These Effects can range from spells, with durations listed in parenthesis after the spell name, to poison or level drain. Time passes differently outside of combat so durations for effects will tick down faster accordingly. Spells that have durations might appear multiple times if multiple versions of the spell have been cast on the same character; only the highest duration listed is the actual amount of time that spell will last.

The right side of the New Character screen displays one of four Information windows – the **INVENTORY** window, the **SPELLS** window, the **SKILLS** and **FEATS** window, and the **STATS** window. You can toggle between the windows by clicking on the icons along the top of the Information window. Above the Information window are your character's alignment, race, class and level.

Levels and Experience Points

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating monsters and other opponents, as well as finding secret doors, picking locks, disarming traps, and completing quests. When your character's XP total reaches the minimum for a new character level, he or she goes up a level. Experience and levels are explained in detail in the section "Gaining Experience" starting on page 86.

Hit Points

Hit points represent your character's overall health. If a character takes damage, his or her hit points are reduced. If he or she rests or is

healed, they increase. When a character's hit points drop to 0 or below he or she is rendered unconscious and is dying. At the end of every round there is a chance of losing another hit point, or stabilizing to prevent losing any more health. If a dying character is treated by another character successfully using the Heal skill or casting a healing spell, he or she will be stabilized and will not lose any more health. If a character's hit points reach -10 or below, the character dies.

Each character gains a number of hit points every level, depending on a roll of the Hit Die for their class plus their Constitution modifier. New characters begin the game with the maximum number of hit points for their Hit Die plus their Constitution modifier. Each class's Hit Die is listed in **Table 1-2: Skills and Hit Dice by Class**, starting on page 24. When a character attains second level, additional hit points are rolled randomly. Hit points for multiclass characters are rolled for whichever class the character advances in.

Armor Class

Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on your characters. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored peasant has an AC of 10. Armor Class is explained in more detail on page 93.

Gold

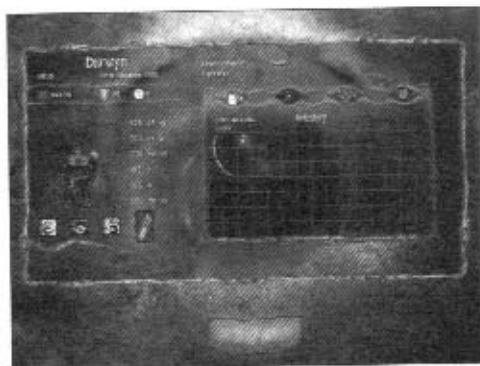
The unit of money in POOL OF RADIANCE: RUINS OF MYTH DRANNOR is the gold piece. As your party defeats monsters and finds treasure, the total gold for the party is shown here. In multiplayer games, all gold is divided evenly amongst the party members, and each character only has their personal gold to purchase goods with.

Paper Doll

This is a representation of the equipment your character is currently wearing. The miniature you selected for the character is the default image, but armor, boots and other items will be placed over the character's clothing to show what type of items are equipped, and the weapon in the paper doll's hand changes as appropriate as well. Slots for putting rings on your right and left hand and for wearing a necklace appear below the paper doll. To the right is a quiver slot where you can place ammunition for a bow. You can change the items the character has equipped by dragging and dropping them from the inventory window, described in the next section.

Statistics

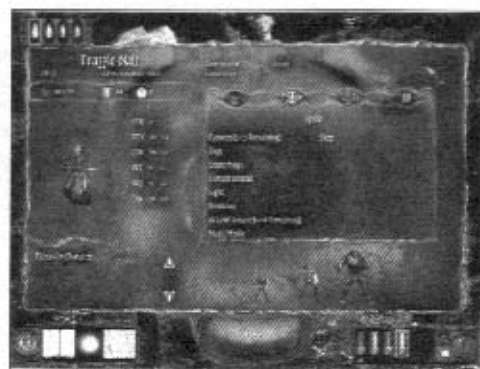
These are your character's six ability scores, described under "Selecting Your Statistics" on page 34. The ability check modifiers are listed next to each ability. A green number for an ability modifier indicates a bonus, while a red number denotes a penalty.



The Inventory Window

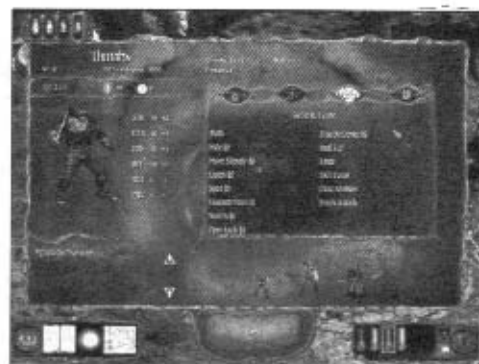
The Inventory window lists the items that your character is currently carrying in his or her backpack. Any weapons, armor or other items that the character is wearing appear in the paper doll section of the New Character screen, described above.

Right-click on an item in the Inventory window to find out what it is. To move weapons or armor from your Inventory to your character, simply left-click on the item, and hold down the button while dragging the item onto the appropriate slot on your character's paper doll. Release the button to equip the item. If the character is already using an object of the same type, such as a different suit of armor, the original object appears in the Inventory window. You can equip one suit of armor, one pair of boots, one pair of gloves or gauntlets, one necklace or amulet, one ring per hand and either a single-handed weapon and shield or one two-handed weapon per character. You can also have one type of missile for your bow ready to fire; if you have nothing in this slot you will fire from an unlimited supply of normal arrows.



The Spells Window

Here, if your character is a spellcaster, you will find a list of all the spells they can possibly cast. As a character goes up in level, the spells available to them also increase. Sorcerers are given a choice of new spells at each level, while Clerics, Paladins and Rangers are automatically granted all their spells for the spell levels available to them. The maximum number of spells of each level that the character can cast each day is listed along with the current number remaining. Spell descriptions can be found in **Chapter 5: Lore of the Realms**, starting on page 98.



The Skills and Feats Window

This window lists the skills, feats and class abilities the character possesses. Skills represent a variety of abilities, and characters improve in them as they go up in level. Skills are determined by class and are described in detail starting on page 85 in **Chapter 4: Experience and Equipment**. Feats are special features of your character that give them new capabilities or improve ones they already have. Unlike skills, a feat has no ranks. A character either possesses the feat or they don't. Feats are also determined by class, and characters receive new feats as they go up in levels. Feats are explained in detail beginning on page 82, also in **Chapter 4**. Finally, class abilities are special traits of the class that make them special and different from other classes. Class abilities are detailed in the "Picking a Profession" section, beginning on page 24.



The Stats Window

The Stats window lists several important statistics for your character:

Attacks

There are three numbers in the Attacks category, Base, Melee and Ranged. The character's class and level determine base attack value, as shown in **Table 1-7: Base Save and Base Attack Bonuses**. Melee attack is a combination of the Base attack and the character's Strength modifier. Ranged attack is the character's Base attack plus his or her Dexterity modifier, if this modifier has not been cancelled out by the armor your character is wearing. These numbers are added to the roll you make on a d20 when the character launches that kind of attack.

Table 1-7:
Base Save and
Base Attack Bonuses

CLASS LEVEL	BASE SAVES	BASE ATTACK	BARBARIAN FIGHTER CLERIC PALADIN MONK RANGER	CLERIC MONK ROGUE	SORCERER
			BASE ATTACK	BASE ATTACK	BASE ATTACK
1	+0/+2	+1	+0	+0	+0
2	+0/+3	+2	+1	+1	+1
3	+1/+3	+3	+2	+1	+1
4	+1/+4	+4	+3	+2	+2
5	+1/+4	+5	+3	+2	+2
6	+2/+5	+6/+1	+4	+3	+3
7	+2/+5	+7/+2	+5	+3	+3
8	+2/+6	+8/+3	+6/+1	+4	+4
9	+3/+6	+9/+4	+6/+1	+4	+4
10	+3/+7	+10/+5	+7/+2	+5	+5
11	+3/+7	+11/+6/+1	+8/+3	+5	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	+8/+3

Note: For base attack bonuses, numbers after a slash indicate additional attacks are possible at a reduced bonus.

Saving Throws

As they travel through the perils of Myth Drannor, your characters have more to worry about than just taking damage. The paralyzing touch of a ghoul, the poison of a naga, and the grasp of a shadow are all threats whose danger cannot be avoided with a shield or a dodge alone.

Luckily, a seasoned adventurer can survive these attacks through a mixture of experience and good luck.

Generally, when a character is subject to an unusual or magic attack, he or she gets a saving throw, similar to an attack roll to avoid or reduce the effect. This is a 1d20 roll plus a bonus based on the affected character's class, level and ability scores. The saving throw statistic gives that bonus for each of the three different kinds of saving throws:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against your vitality and health such as poison, paralysis, and magic that causes instant death. Constitution modifies Fortitude saving throws.

Reflex: These saves test the adventurer's ability to dodge massive attacks such as a Sorcerer's fireball or the lethal breath of a dragon. Dexterity modifies Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence and domination as well as many magic effects. Wisdom modifies Will saving throws.

Armor Class

This statistic represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit your character.

It is equal to the following:

10 + armor bonus + shield bonus + Dexterity modifier + size modifier + other modifiers

Armor and Shield Bonuses: Armor and shield each provide a bonus to AC. This bonus represents their ability to protect the character from blows.

Dexterity Modifier: If your character's Dexterity is high, they are particularly adept at dodging blows. If their Dexterity is low, they are particularly inept at it. Note that armor limits your Dexterity bonus, so if the character is wearing armor, they might not be able to apply their whole Dexterity bonus to their AC (see Table 4-3: Armor).

Size Modifier: The bigger a creature is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a Halfling, for example, doesn't have a hard time hitting another Halfling. Characters in POOL OF RADIANCE: RUINS OF MYTH DRANNOR are medium sized, except for halflings, who are small. Size modifiers are as follows: Huge -2, Large -1, Medium +0, Small +1.

Other Modifiers: Many other things add to a character's AC, such as the bonuses from magically enhanced armor and protective spells. Also, there is an AC bonus for fighting defensively, called a dodge bonus. Defensive fighting is a choice on the Combat Options menu (**DEFEND**). Any situation that denies a character their Dexterity bonus also restricts their dodge bonus. (Wearing armor, however, does not limit these bonuses the way it limits Dexterity bonuses to AC.)

Initiative

During each combat round, each combatant gets to do something. The combatants' initiative checks determine the order in which they act. An initiative check is a roll of a D20 plus the character's Dexterity modifier; therefore a character's Initiative bonus is usually equal to their Dexterity modifier. The creature with the highest initiative goes first. If two combatants have the same initiative check result, the one with the highest Dexterity goes first.

Check Penalty and Arcane Spell Failure

Characters that wear armor heavier than leather have a penalty to use some of their skills. This statistic gives that penalty, if any. Also, Sorcerers that choose to wear armor have a chance of spell failure depending on the type of armor they are wearing.

Both of these statistics are explained in greater detail in the section on "Armor" starting on page 93 in **Chapter 4: Experience and Equipment**.

Movement Rate

This displays how many feet a character can travel in a given round and still be able to take an action in combat. Characters may travel up to double this number in a round as a full action, or up to four times this number if running. A character's Movement Rate is affected by how encumbered they are, as mentioned in **Chapter 2: Adventuring in Myth Drannor**. The Base Movement Rate for Humans, Elves, Half-elves, and Half-orcs is 30, while for Dwarves and Halflings it is 20.

Choosing a Party

Once you have created a few characters, it is time to build your party. Keep in mind that a mix of skills is needed for an adventuring group to be successful. You might want to have at least one or two good Fighters, an offensive spellcaster and a character who can heal. It is also a good idea to have a Rogue, for their skills at finding traps and opening locks. As an alternative to characters who are very specialized, a Fighter with the majority of her points in Strength and Constitution for example, you may want to consider choosing a character with good numbers in several abilities, such as increasing the Dexterity or Wisdom of the Fighter so that they can effectively multiclass as a Rogue or Cleric. This lets you cover all the possible needs of your party, although multiclassed characters may advance more slowly due to experience penalties based on that character's favored class.

Add a character to your party by selecting the character from the character roster, and clicking **ADD TO PARTY**. You start the game with up to four characters, but there will be opportunities to add NPCs (non-player characters) to the party as you explore Myth Drannor. When an NPC joins the adventure, he or she is treated like any other party member, and you will control his or her actions. At any one time, the maximum number of characters in the party is six.

When you have decided on your party, select **START GAME** to begin the adventure!



Chapter 2

Adventuring in
Myth Drannor

ADVENTURING IN MYTH DRANNOR

Halfway between Hillsfar and Mistedale, in the heart of forest grown grim and dark with time and tragedy, lie the ruins of Myth Drannor. The dead possess the area by night, and a mixture of unsavory characters squabble over the ruins by day. Any who venture into this dangerous territory must be ready for battle at any time and alert to more subtle threats, as well. Myth Drannor holds many mysteries, but few it will willingly share....

This chapter should prepare you to lead your party through the dank passages and abandoned halls of this fallen city. The rudiments of game play are covered in "Basics of the Game" below, and a complete description of the interface can be found in the section "Understanding the Adventure Screen" starting on page 56. Details on controlling your characters starts on page 59, under "Managing Your Party" and specific information on individual characters and the items they are carrying is given in "Knowing Your Characters" on page 62. To jump straight into an explanation of combat, see "Defeating Your Enemies" beginning on page 66.

Basics of the Game

When you start the game the Adventure screen appears (see the section following for details on that screen).

Who is the Dungeon Master?

The Dungeon Master is your guide to the dark passages and forgotten secrets of Myth Drannor. He will describe the items you find and the areas you explore, communicating with you mostly through text on the screen, but occasionally through spoken dialogue as well. As your characters perform actions, he informs you of their results. Sometimes the information he provides is brief and quickly scrolls off the bottom of your screen. For example, as the Dungeon Master is running combat, successes and failures alike are reported and discarded rapidly. But be assured, any vital information he gives you can be read at your own pace, typically in the upper right hand corner of the screen.

You would be wise to pay attention to the Dungeon Master. Amidst his narratives will be many clues, vital to solving the mysteries of the Pool of Radiance!

Cursors

The mouse is used to control almost all aspects of the game. The cursor changes as you move the mouse, to reflect the action that will be taken if you left-click on that area. For example, the Move cursor appears when you run the mouse over land the party can walk to, but it changes to the Use cursor when the mouse passes over a barrel that you can smash or search. Right-clicking on an area will either give you more possible actions, additional information on the object you are clicking on or information about the selected character, known as the Character Menu. This is described on page 62. Occasionally, interacting with an object will require you to give an object from your inventory. In these cases, left-clicking on the object with the Use cursor will cause the message "You may attempt to give or use an item" to appear. You may then right-click on the object to determine how to further interact with it.

Move

When the Move cursor is active, left-click to send the selected character, or party, to the designated spot. If you right-click while the Move cursor is active, you bring up the Character menu for the active character.



If the characters *walk*, travel takes longer, but there is more of a chance of the party noticing important details such as monsters waiting in ambush. Pressing the **RIGHT SHIFT** key toggles Run mode on and off. When characters *run*, they move much more quickly, but are more likely to be surprised by monsters. Even when a character is running, they are assumed to be actively searching the area for clues.

Pressing the **LEFT SHIFT** key toggles Move and Act mode on and off. When this mode is on, you can initiate actions from a distance, and your characters will move to that location and then perform the action. When this mode is off, your characters will approach items or objects that are clicked on but will not perform any further action unless directed to afterwards. During Combat, different movement rules apply.

Transition

The Transition cursor signifies a movement between levels in the game, such as going up and down stairs between dungeon levels. Whenever the cursor is placed over an object that allows you to move between areas of the game (such as stairs), the cursor will change to a doorway. Left-clicking on such an object, or



right-clicking and selecting the option from the pull down menu will cause the game to transition to the next level.



Use

The Use cursor appears over objects that can be used in some way. Left-click to initiate the most likely action – for example opening the door. Right-click to display additional possible actions. If the party is standing outside a wooden door with an inset, small, barred window, the possible actions might include "open," "look" and "break open." The Use cursor will only be present if you are standing next to an object that can be interacted with in some way, unless the Move and Act mode is on. Objects that can be picked up, such as treasure, can be left-clicked with the Use cursor to open up the Treasure Screen. Right-clicking on the treasure icon will display what the treasure contains.



Target

The Target cursor appears when an action, such as a skill being used or a spell being cast, needs to designate a target. The Target cursor will have an **X** through it if the area under the cursor is not a valid target for the skill or spell. Left-click with the Target cursor on a valid subject to use the skill or spell, or right-click to cancel the action completely.



Talk

Most of the time, NPCs will talk to you when you approach them. If you wish to initiate a conversation, move the mouse over the NPC. The Talk cursor will appear over any NPC the party can talk to. Left-click to talk to the NPC or right-click to find out more information about them. If the Talk cursor does not appear, the NPC has nothing more to say to you at this time, but you would be wise to come back later and try again. Certain NPCs will have new things to tell you at later points in the game, so remember those figures who seem to possess a wealth of knowledge as you run across them.

When you have the opportunity to speak to an NPC, the dialogue appears in the upper right of the screen while your conversation options appear in the lower left. Select one of the options to direct the conversation onto that topic. Left-clicking on the responses will forward you onto the next piece of the dialogue. Use the **SPACE BAR** to continue the dialogue and bring up further topics. As the conversation

progresses, some options previously available will vanish while new ones appear.

Talk to the locals whenever you can. They will have valuable information for you, items to possibly sell or trade, or favors to ask. People will know that your party has been adventuring in the area, so don't hesitate to go back to someone you've already talked with to see if they have advice for your current endeavors.

Attack



The Attack cursor appears both inside and outside of combat when the cursor passes over a hostile NPC. During combat, the cursor only appears when the selected character is close enough to the target to launch an immediate attack or if Move and Act is turned on. Outside of combat, you can left-click on any hostile NPC in the area with the Attack cursor to begin combat. If you right-click, limited information about the target is displayed. Note: a left-click on a sword cursor may also cause an enemy to initiate dialogue and such dialogues often result in combat – but you may find out a useful tidbit or two. But be careful, allowing an enemy to draw you into a long conversation may result in more enemies joining the ensuing combat.

Trade/Join Party



At times you will be given the option to trade with other characters, or have new characters join your party. Placing the cursor over the person to trade with will bring up the trade menu. Items may be bought by left-clicking and dragging them onto the appropriate character in your party. To sell items, left-click on your party member who wishes to sell items, then left-click and drag the item to the trader. The gold you receive for the sale will be added to the total party gold. Right-clicking on any item in the trader's inventory will display information about the item and its cost.

To have a character join you, left-click on the figure and they will be added to your party, as long as there is a slot available. Remember, the maximum number of characters for your party is six. If you encounter an NPC you would like to add, you may need to remove a character from your party first. Right-clicking on them brings up limited information about the character.

No Option

When the No Option cursor appears, nothing can be done with that area. It cannot be moved, used or attacked. If you left-click, nothing happens; if you right-click, the Character menu appears.



Select

The Select arrow appears over game interfaces like control panels and other selectable objects on the screen such as your party members. Left-click to select whatever is under the cursor.



Indicators

Indicators are on-screen overlays that provide more information for you. Most indicators are turned off by default, except during combat. To turn indicators on, simply press the **LEFT ALT** key. This will display a set of colored rings that correspond to the character's color on their health bar. The number of rings give you an idea of how healthy the character is: three rings means within 1/3 of full health, two rings means within 2/3 of full health, and one ring means the character is on their last 1/3 of hit points and nearing unconsciousness.



Loot Icons

Throughout the course of the game players will encounter a vast array of treasure. To help players identify what type of treasures they may have found, loot icons have been placed in the game. There are three basic types of loot icons: the sword and shield icon, the coin icon, and the bag of gems icon. The sword and shield icon refers to weapons or armor that may be present in the pile. The coin icon refers to gold. The bag of gems icon refers to a mixed assortment of coin, wands, staves, potions, gauntlets, boots, and other non-weapon related items. Right-clicking on any loot icon will reveal the contents in the pull down menu.



Hot Keys

TAB	Brings up the basic popup menu for the selected character. The popup menu system is described starting on page 62
BACKSLASH (\)	Brings up the Character Sheet for the selected character. This is explained on page 63
S	Brings up the Skills popup menu for the selected character
I	Brings up the Inventory popup menu for the selected character
A	Brings up the Arcane Spells popup menu for the selected character, if the character can cast Arcane spells
D	Brings up the Divine Spells popup menu for the selected character, if the character can cast Divine spells
C	Brings up the Combat Options popup menu for the selected character (in combat only)
LEFT SHIFT	Toggles Move and Act mode on and off
RIGHT SHIFT	Toggles Run mode on and off
LEFT ALT	Toggles Indicators on and off
RIGHT ALT	Toggles dice rolls on and off
NUMPAD ENTER	Toggles Group Movement mode on and off when the party is not in combat
ESC	Skips a movie in progress; brings up the In-Game menu described on page 56
SPACE BAR	Skips a movie in progress; advances dialogue; skips the rest of the current character's turn in combat
F1	Shows in-game keymap
P	Pauses/Unpauses a movie in progress
CNTL+K	Boots a player in a multiplayer game
ARROW KEYS	Provides secondary control of the camera, allowing you to change your view of the map, separate from your party's movement.

In addition to these hotkeys, you can map commonly performed actions to the function keys (**F2 - F10**). Each character can have up to 9 hotkeys assigned to commonly used spells, skills, or combat abilities. To map a function key to an action, simply press and hold the **CTRL** key along with the function key you wish to map to (**F2 - F10**).

Understanding the Adventure Screen

The Adventure screen is your window into the Forgotten Realms. The majority of the screen is the Adventure Map, showing the world your characters are exploring.

Dialogue from the NPCs (appearing in white), descriptions from the Dungeon Master (appearing in blue), and other game information is overlaid on the Adventure Map. Press the Space Bar, the Enter key, or left-click on the mouse to read through the information and continue play.

In the lower left corner of the Adventure screen, there are several icons in a control panel that access the In-Game menu, open the Quest Log, show the time of day and bring up the Maps screen. These options are described in the following pages.

In the lower right of the screen is another panel that helps you control and keep an eye on your party. This second panel is described in detail in the section "Managing Your Party" on page 59.

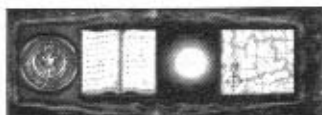
Clicking on either the up or down arrows on each of these menu panels will cause them to minimize or resume their normal state as appropriate.

The In-Game Menu

Click on the Pool of Radiance symbol in the left control panel to pause the game and open the In-Game Menu. From here you have several options:

Load Game

This brings up the Load Game panel. Select the game you wish to play and click on **LOAD**. You will discard your current game and resume the saved one.



Save Game

This brings up the Save Game panel. Type a name for the saved game in the slot, or click on a name in the list to save over a previous game, then select **SAVE**. You should save often; the Forgotten Realms are fraught with danger, and especially in Myth Drannor, disaster could be waiting around every corner. If disaster strikes and you forgot to save, check the Load Game panel anyway. POOL OF RADIANCE™ RUINS OF MYTH DRANNOR autosaves your game right before you enter a new area.

Game Settings

This opens the Game Settings panel, described under "Game Settings" on page 17.

Quit Game

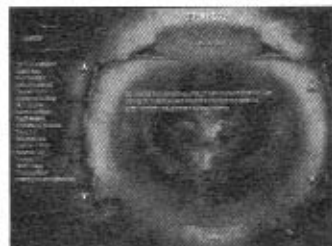
This exits the current game and returns you to the Main Menu.

Resume Game

This exits the In-Game Menu and returns to play.

Keeping Track of Quests

As your party adventures and encounters other inhabitants of Myth Drannor, a variety of quests will be offered to your characters, ranging from simple favors to solving the mystery of the Pool of Radiance itself. In order to keep track of your progress on various missions, you can access the Quest Log by clicking on the book icon in the left control panel. This pauses the game.



On the left side of this screen is a list of your current **Quests**, missions you have not yet finished. Click on a quest's name to view the latest information your party has encountered so far relating to that quest. You can use the arrow buttons to scroll either the quest list or the quest details. You may also review quests you have completed by clicking on the **REVIEW ACCOMPLISHMENTS** section of the quest log. When you are finished, click on **CLOSE** to return to the Adventure screen.

Keep in mind as you solve these quests, that once you have solved the mystery of the Pool of Radiance, the game isn't over. You can continue to adventure in Myth Drannor, completing any tasks left undone, or just exploring the area thoroughly. Your characters will continue to accumulate experience points and go up levels. You can also use these characters in new adventures with your friends by playing multiplayer games, described in detail in the next chapter.

Telling Time

Although the problems in Myth Drannor are quite urgent, there is no specific date by which all problems must be resolved. Therefore, game

time is tracked only as a series of day and night cycles. The third icon in the left control panel shows the relative position of the sun, giving you the approximate time of day.

Also, the lighting of the world changes as dusk turns to night and dawn to day. When the sun goes down, be wary, for sinister monsters flourish in the shadows. Unless you need to travel by night, you may wish to rest in a secure location, safe from the hands of the undead.

Viewing the Maps

As your party travels the world, maps of the areas you explore are automatically created. You can view these maps at any time by clicking on the Map icon in the left control panel. This brings up the Maps screen. The map of the area you are presently exploring is shown by default, or you can click on **CURRENT MAP** to bring it up in the Map window. Click on **WORLD MAP** to bring up the map of Myth Drannor, showing how much you have explored thus far.

The region's name appears at the top of the screen. You can zoom in and out on the map by clicking the + and - symbols, and you can scroll around by left-clicking and dragging the map to reveal the areas you are interested in. You can also view other maps within a multi-level dungeon or building by clicking on the arrows located to the right of the Map View window.

You can add a notation flag to the map by left-clicking on the Note icon (a flag) and dragging the flag to the place on the map you wish to label. Releasing the flag opens a text window, where you can type in any comments you have. This text may be no more than four lines worth of type on the screen. To read the notes you've made, right-click on the flag on the map and the window appears. You can read the notes, or you can edit them by backspacing through existing text and inserting new notes. You can move the location of a flag that is already placed by left-clicking on it and dragging it to the new location. To delete a flag you've placed, left-click on it and drag it off the map.



Managing Your Party

The panel in the lower right corner of the Adventure screen allows you to keep an eye on your party's health and control their movement by selecting the leader and setting a movement formation. You can also order your party to rest from this panel.

Party Health

The colored bars on the left of the panel display each character's health. If a character's bar is full, they have all their hit points. As the character takes damage, the bar lowers. If the bar empties, the character has fallen unconscious and may soon be dead. Keep in mind that just because two characters' bars are the same level doesn't mean they both have the same number of hit points remaining. If a Fighter has a maximum of 60 hit points and a Sorcerer has a maximum of 30 hit points, and their bars are both at half, the Fighter has 30 hit points remaining, while the Sorcerer has only 15!

Characters can gain back hit points by resting or being healed. See "Hit Points" on page 40 in **Chapter 1: Building a Party** for more information.



You can use the health bars to select individual characters, simply by clicking on them. You may also use them to target a character with a skill or a spell; select the skill or spell, then target the cursor over the health indicator of the character you wish to affect.

Follow the Leader

The leader of the party is indicated by a triangle under their health bar. The leader is the active member of the party, and when the characters are in Group Formation, described below, they follow the leader wherever he or she goes. You can make any character the leader of the party by clicking and dragging the triangle underneath their health bar. Players may find some advantages in choosing who is the leader of their party.

Group and Individual Formations

All the characters in the party are represented on screen at all times. Usually, they appear tightly grouped, reflecting that each is following the leader of the party. While in this grouped formation, all members of the party are treated as one; only one click is needed to command them to move, and they all move as one unit.

At times during adventuring, the party comes upon areas of the world

that must be cautiously investigated. At these locations, it can be useful to separate the party into individuals, so that the stealthiest character can scout the area out alone. You can divide the party into Individual mode at any time simply by clicking on the Group/Ungroup button on the far right of the panel or by pressing the **ENTER** key on the Numlock pad. Note that the party automatically switches to Individual mode when it enters combat.

In Individual mode, movement orders are given only to the selected character. Characters do not take turns unless you select the characters one at a time. Solitary characters are extremely vulnerable to being ambushed and surrounded by the enemy, therefore, your characters will not be allowed to move more than one screen away from each other. You can join the party back together by clicking on the **GROUP/UNGROUP** button again.

When the game begins, up to four characters in the party are organized into a diamond formation based on the order of who was added to the party when. As characters are added to the party, they are inserted into the formation where one slot dropped a previous character, or the "end" of the current formation. You may change the formation at any time by switching to Individual mode, rearranging the characters into the preferred formation, then clicking the Save Formation button, located in the lower right panel above the Rest button. When you switch back into Group mode, the party will move in that formation. This allows you to designate which characters take point, which are rear guards, and which are protected in the middle of the group.

When the party needs to move through a space that does not accommodate the formation, for example, a corridor requiring a single file, the characters will move through the narrow space in a "first come first served" order. If you want to change this ordering, you will need to switch to Individual mode, line the characters up, then save the formation and re-group. The party will then march in single file, in the specified character order, until you change the formation again.

Rest for the Weary

In order to heal and memorize spells, characters must rest. The party always rests for eight hours at a time, unless disturbed. If they are not awakened prematurely, they will be fully healed and have regained all spells. It is assumed that watch is rotated among the members of the party. If

your party is disturbed while sleeping, the character on watch is awake and available for combat immediately. Others wake up according to a combination factors, including whether they are attacked and injured. Once they awaken, they can join combat immediately. Note that a character who is already awake may strike a non-damaging blow on his or her turn to awaken another party member. This is a Combat Option.



Since Myth Drannor is a monster-infested ruin, not everywhere is a safe place to rest! The closer you are to monster lairs or other danger zones, the more likely your party will be awakened in the night by a sneak attack. The Rest icon (tent) in the lower right panel switches color as the area becomes more safe to rest in. Red icons indicate areas so unsafe that your party cannot sleep. Yellow indicates an area you can rest in, but is still susceptible to ambushes. When the icon is green, usually inside structures, shelters, caves, or other hidden enclosures, it is completely safe to camp.

When indoors, finding a good resting spot is generally a simple affair: if the area is clear of monsters, the party can rest. To a degree, common sense in observing the surrounding circumstances determines if resting is possible. If you can hear the monsters growling through the archway to the right, to encamp there would invite attack. On the other hand, if the party has just cleared a single room with only a secret door for an exit, and the door is shut, it is likely they will be undisturbed while they rest.

Adding Members to the Party

As the party adventures, NPCs may sometimes wish to join the party for protection, for help in their quests, or for other reasons known only to them. When you encounter an NPC who wants to join up, you'll have the option to add them to the party, but it's not required. Often the character loiters in the area for a while, or tells you where they can be found if you later change your mind.

If the party already has six characters in it and you wish to add an NPC, you must remove a member of your party first. If you remove a

character you created from your party, that character will remain in the area for a short time, but once you leave the level, they are removed from the game entirely, since they head off to find a different group to adventure with.

When an NPC joins the party, he or she comes under your control as a full member of the adventuring band. You will have access to their inventory, and their money is added to the party's pool. You may re-equip newly added characters as you see fit.

If you choose to remove an NPC from your party, he or she will stay in the area for a while and then return to a safer location in Myth Drannor. You may then stumble across them at a later time in the game, at which point they may join your party if you so desire. However, their equipment will be different from when you left them so be aware of what you leave with NPCs you remove from your band.

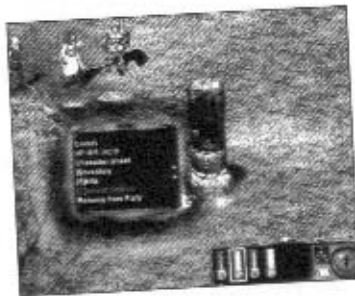
Knowing Your Characters

Understanding and utilizing your characters' individual abilities will be a key part of success or failure during your quest. In particular, taking the time to become familiar with the menu system will save valuable seconds in combat later.

The Character Menu

You can have full access to your characters' skills, abilities and inventory at any time simply by right-clicking on their miniatures on the Adventure Screen. This opens the Character menu for the selected character, with their name, current hit points and armor class. From this menu you can also select from one of the options explained below. Keep in mind that some options are

not available at all times. For example, the **COMBAT OPTIONS** menu is only available during combat, and some spells and skills can only be used in combat, or only when the character is not in combat. Spells or skills that can only be used in combat will only show up in a player's list during such an occurrence.



Character Sheet

The Character Sheet is very similar to the View Character screen described on page 40 of **Chapter 1: Building Your Party**. The key differences include the Drop icon, which allows you to remove items from your inventory, and the row of party miniatures along the bottom of the screen, which let you quickly switch between Character Sheets or trade items among party members. However, such swapping between characters may only be performed outside of combat.

Remove from Party

This option removes the selected character from the party. Any of the character's items that are not first moved to other party members are taken with them. Characters that are removed from the party often remain in the area for a short time, just in case you change your mind. NPCs will often tell you where they intend to go if they are asked, and you may be able to find them later. However, characters that you create and later remove from the party will wander off in search of other opportunities for adventure if you leave the area (for example, going to another level of the dungeon). These characters are lost forever.

Inventory

If you select [I]Inventory, a submenu appears, breaking the character's inventory down into its subcategories: **WEAPONS**, **ARMOR** and **MAGICAL ITEMS** (potions, rings, wands, etc). Choosing one of these submenus opens a list of the specific items in that character's inventory. Once that list is on the screen, selecting an item acts as it would from the Inventory window of the Character Sheet. For example, if you choose as follows: **INVENTORY/WEAPONS/LONG SWORD**, the game swaps the long sword for the weapon the character is currently using. Now the character is armed with the long sword. Similarly, if you select a potion, the character drinks it, or if a scroll is chosen, the character reads it. Keep in mind that some items, such as wands and staves, must be equipped before they can be used. To use such an item you may have to select it twice from the **MAGICAL ITEMS** section...once to equip it and a second time to use its power. Currently worn and wielded items appear with a + sign next to the name. Items whose name might be longer than the pull down window can be moused over to extend the name of the item in a floating window.

Skills

This brings up a list of the currently usable skills for the character. Select a skill from the list, then click on a target on the Adventure

Screen to use the skill. A character's skills depend on his or her class and level. Skill descriptions can be found starting on page 79.

Divine and Arcane Spells

Similar to the Skills option, these choices bring up lists of the character's available spells, if any, organized by level, in both types of magic. The number of spells available to the character is set by their level, class and ability scores. Click on a spell name to cast the spell. Spell descriptions can be found starting on page 101.

Combat Options

This menu item is only available during combat. Combat Options are explained thoroughly, starting on page 67.

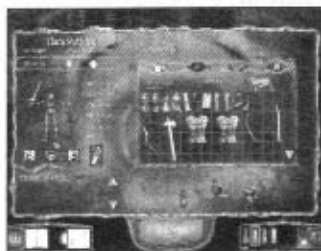
Your Character's Backpack

Each character is assumed to be carrying a backpack that holds their items and equipment. This pack is represented in the game by an inventory grid of squares displaying the backpack's contents. If a character's grid ever becomes full, a 2nd page is created, accessed by the down arrow to the right of the grid. In order to move objects from one page to the other, you must first make room in the destination page, drop the item you want to move, and then pick it up again. Multiple pages can exist depending on how much equipment that character is currently holding. Once you are in your inventory, you can use and manipulate inventory items in several ways.

Using Items

To equip a character, drag an item from the inventory grid onto your character's paper doll. Items such as armor and boots automatically appear on the character. If the character is already wearing the sort of item being equipped, the two are swapped, and the item previously being worn is placed in inventory. The same rule applies to weapons, wands and shields: one swaps for the other. Two-handed weapons are a special case: equipping a two-handed weapon may cause both a one-handed weapon and a shield to go into inventory. Bows are considered two-handed weapons.

Items such as rings and amulets must be placed in appropriate "in use" boxes associated with the part of the body such items are worn on. In



the case of putting on an amulet, if one is already being worn, the two swap. The player may also drag a ring to a particular hand slot, and if that slot already has a ring on it, the two swap, as with amulets, etc.

Potions are useable simply by selecting the item from your inventory and dragging it onto the paper doll. Other consumable items, such as salves and scrolls, must be used from the main game screen, using the **MAGICAL ITEMS** submenu under Inventory.

Items that cannot be equipped nor consumed are assumed to be in your character's hand when they are needed. For example, if a key is needed to open a locked box, and you have the key, simply right-clicking on the box gives you the option to open the box. If you try to open the box and you don't have the right key, the Dungeon Master will let you know that a special key is needed. Once doors or objects that require a key have been opened, the key is automatically removed from your inventory.

Certain items cannot be used by select classes. If you ever try to equip an item for which your class is restricted from using, a dialogue box will appear informing you of this fact and the item will not be equipped.

To trade an item from one character to another, click on the item in inventory, and drag it to the miniature of the target character. To drop an item, drag it to the Drop icon. This removes the item from inventory and leaves it on the ground. Keep in mind that items that you drop may not be there when you return. It might be better to find someone to sell your excess items to, rather than lose them to the local inhabitants. Be careful what you sell! Merchants stay in business by reselling items – an item you choose to sell may not be available to purchase back later.

Encumbrance

All items have both bulkiness and weight. When a character is carrying too much weight it slows them down, making it hard for them to react with much speed and agility. This is known as encumbrance. The larger a character's encumbrance, the more slowly and awkwardly they move around in combat. As part of managing inventory, you must decide if it is worth it to have your characters lug around large numbers of heavy items, or rather carry only what they need. Of course, if you've found items that are valuable, but which you don't

currently need, you have a dilemma. You can attempt to hide the objects for a short time, but there are many other beings wandering around the dungeons, so there is a fairly good chance that your horde will be raided if you venture too far away, or descend to a different level of the dungeon.

One way to manage your party's encumbrance is to sell your extraneous equipment whenever possible. Gold does not add to encumbrance.

Defeating Your Enemies

Dangers lurk around every corner in the sunken passageways and shattered buildings of the Stillwater. Battle is a foregone conclusion, and you would be wise to prepare yourself as completely as possible. The following sections describe the combat system for POOL OF RADIANCE: RUINS OF MYTH DRANNOR.

Entering Combat & Initiative

Combat is entered when one or more of the party members ventures within range of an enemy, either deliberately or accidentally, or when you initiate an attack by clicking on an opponent with the Attack cursor, or sometimes when conversations turn unfriendly.

Combat is a special case of the Individual formation. If the party is grouped, it immediately enters combat in the formation in which it was set (See Group and Individual Formations on page 59). Once the party is in Individual formation (or if it already is), gameplay becomes "timed initiative based," with the turn order determined by initiative die rolls.

At the beginning of each combat, initiatives are rolled for every combatant in the combat, adjusted according to their Initiative bonus. The initiative order that is generated lasts for the entire combat. It can be seen at the upper left of the Adventure screen, with red dragon-head icons representing enemy attackers in the initiative order. The currently active character is highlighted.

In order to maintain the pace of the combat, each character is allotted a certain amount of time in which to take an action. A thin green line underneath the cursor that shrinks as the time counts down represents this. If the time window expires before an action is chosen, the game moves on to the next character in the initiative order, ending the cur-

rent character's turn. This time window can be set in the Game Setting panel, detailed on page 17. For a list of possible combat actions, see below.

Combat Actions

There are many different things your characters can do during combat. A partial list includes:

- **Move**
- **Attack**
- **Defend**
- **Cast a spell**
- **Use an item**
- **Interact with environment (opening/closing doors)**
- **Go into inventory**
- **Awaken a party member**
- **Use a skill (including Heal)**

Most of these options are accessible from the character popup menus explained in the section "Knowing Your Characters" starting on page 62. **TAB** opens the Character Menu, **S** opens the Skills menu, **I** opens the Inventory menu and **D** and **A** open the Divine and Arcane spells menus. Press **C** during combat to open the Combat Options menu, detailed below. The rest of the actions can be performed using the various cursors described on page 51. However, some of these cursors act somewhat differently during combat than they do during normal play. Note: Items cannot be picked up during combat. Bear this in mind when deciding to drop something from the Inventory screen.

The Combat Options menu is available during combat on each character's turn by pressing **C** or by right-clicking on the selected character and selecting Combat Options from the Character Menu. It lists possible combat actions besides simply moving or attacking.

Defend

This option instructs the character to concentrate on his or her own defense. This grants the character a +4 bonus to their Armor Class for that round, making them harder to hit. Armor Class is explained in more detail on page 93 in **Chapter 4: Experience and Equipment**.

Delay

This option delays the character's turn until the end of the combat round. This can be a strategic choice; sometimes going first isn't as valuable as going last. For example, you might delay the actions of

your Fighter until after your Sorcerer has cast her **SLEEP** spell. This allows the Fighter to attack an opponent that wasn't affected by the spell, instead of an enemy at random. Any character that delays, however, will always act at the new place in the initiative order unless they use the Refocus ability explained below.

Refocus

This option requires the character to give up all actions and movement for that turn while they look around and appraise the flow of the battle. After they complete this action, the character moves up in the initiative count, and is positioned as if they had rolled a 20 on their initiative roll. This advantage remains until the end of the combat.

Awaken Party Member

This option allows the character to awaken another party member who is sleeping either because of a magical effect, or because of a surprise attack while the party is camped for rest. Awakenings a party member requires the character to strike a non-damaging blow, so the character must be fairly close to their intended target.



Special Combat Options

In addition to the options described above, other choices may be available in the Combat Options menu as special attacks. These attacks are part of the character's class abilities, or special feats, and therefore are described under each class in the section "Picking a Profession" starting on page 24 in **Chapter 1: Building a Party** or under "Feats" beginning on page 82 in **Chapter 4: Experience and Equipment**.

Movement in Combat

During combat, movement is different from normal play. The Move cursor is used to indicate whether a specific destination is within the character's movement range for that turn. If the Move icon is a walking stick figure with a plus sign, the area is within the character's range which enables the character to still take an action such as making an attack or a second move. If the Move cursor is a walking stick figure, without a plus sign, moving to the selected area will take all the character's actions for that turn. If the Move cursor becomes a run-

ning stick figure, moving to that area will cause the character to run the maximum distance they can move in a round. Characters that run lose their Dexterity bonus to AC for that round. If the Move cursor turns to the No Option cursor, the distance is too far for the character to travel in one turn.

Special Combat Situations

There are several special circumstances that can arise during combat allowing a combatant to get off a special attack. Often these attacks do more damage than normal attacks.

Attacks of Opportunity

In melee, if an opponent breaks off combat to take another action (cast a spell, fire a missile weapon, use an item), the attacking monster or character receives a "free" attack, known as an Attack of Opportunity. These can be devastating to your party if you don't take care to avoid them whenever possible. Keep your spellcasters out of hand-to-hand combat, and have your fighters focus on a single opponent until they are killed before moving on to the next. Note that pivoting in place to face another opponent **does not** constitute breaking off fighting in this way, and therefore does not result in an Attack of Opportunity.

Sneak Attacks

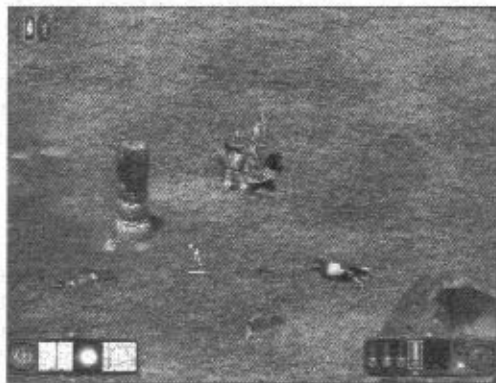
All attacks by Rogues against an opponent who does not receive a Dexterity bonus to Armor Class are called Sneak Attacks and do extra damage to their target. (Note that in the first round of combat, the opponent receives no Dexterity bonus if attacked before its initiative has come up.) It is easiest to get off a Sneak Attack by making sure the target is engaged in combat with one or more of your party before bringing in your Rogue to attack their undefended back.

Critical Hits

If any attacking character rolls within the threat range for the weapon they are using (usually a natural 20), followed by another successful attack roll, he or she is assumed to have made a "Critical Hit." Like Sneak Attacks, Critical Hits require that the character be able to locate the target's vital organs in order to deal extra damage to an opponent, potentially killing them in a single blow. Creatures such as constructs and undead, however, lack vital organs and are immune to this extra damage. There are some common weapons that only require a 19 to initiate a critical threat, and the Improved Critical feat can decrease that minimum threat number to 17!

Character Damage and Death

A character does not die immediately when his or her hit point total reaches zero or lower. Someone whose hit point total goes negative is still alive, but unconscious and bleeding. If the character is bleeding, or losing hit points, he or she must be tended to quickly to prevent bleeding to death. A bleeding character loses one hit point per round until bandaged or otherwise stabilized; there is a 10% chance each round for a bleeding character to stabilize naturally. When a character reaches -10 hit points they die. Successful use of the Heal skill or a healing spell will stabilize a character that is dying. If healing spells increase the character's hit point total to greater than zero, the hurt character becomes healed enough to resume fighting. You can ascertain the status of a fallen character by right-clicking on them on the Adventure Screen. Dead characters can only be brought back to life by casting a Raise Dead or Resurrection spell; normal healing spells will not bring them from 'dead' to 'unconscious.'

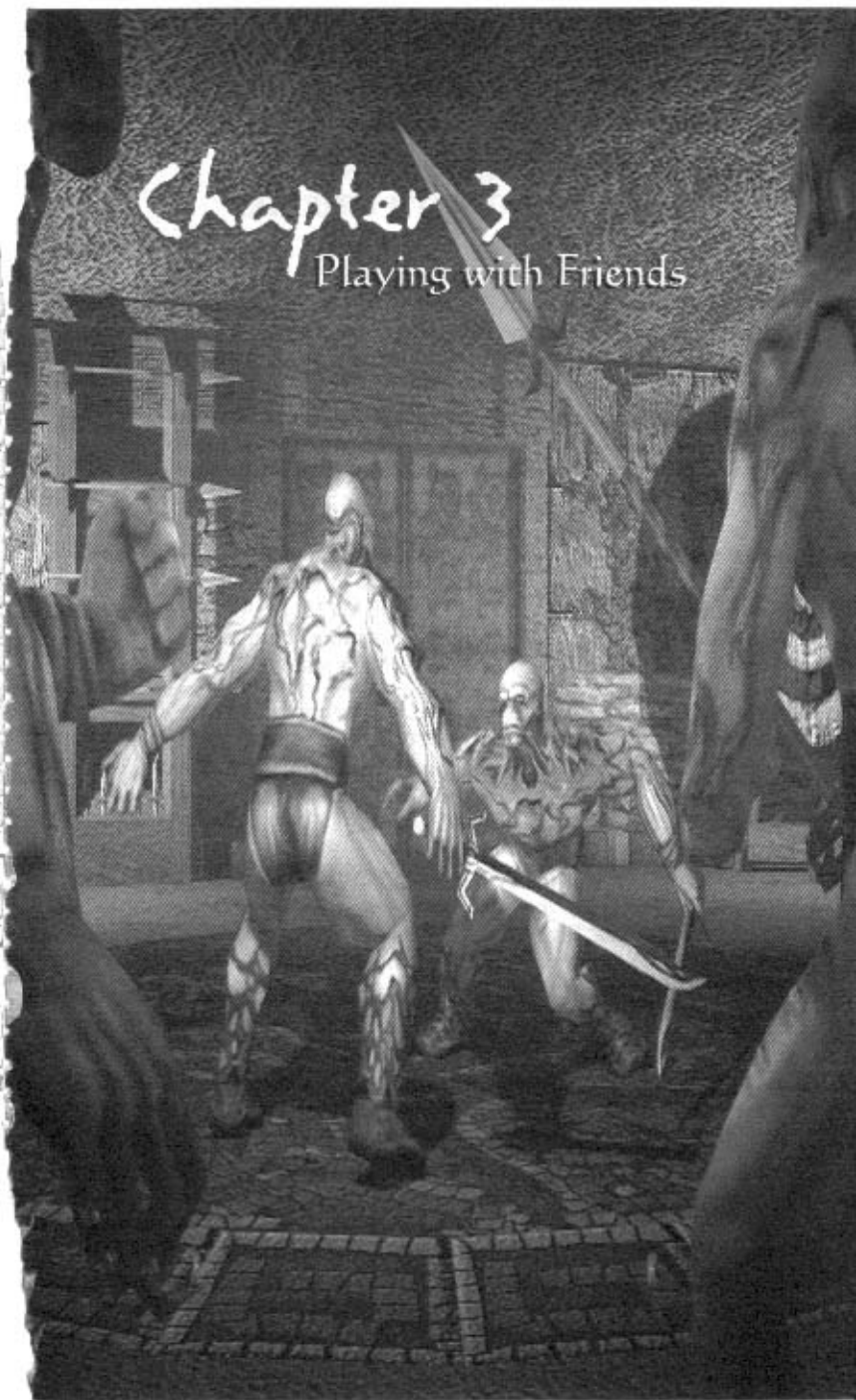


When a combat ends, characters that are bleeding and unconscious must be treated immediately, or they may still die. An unconscious but stabilized character must rest or be healed with spells or salves to become conscious again. Other lasting effects, such as poison, paralysis, fear, and so on either remain with the affected character until removed, or do progressively more damage until the character's hit point total reaches zero. At that point, unconsciousness occurs and the effect remains present. Characters so affected must have the effect removed directly by a Cleric.

If a party member does die, you can choose to remove the character from the party using the right-click Character menu. However, if you do this, the character disappears from the game and can never be raised or reclaimed. A dead character can be raised if the party finds the appropriate spell, or if a powerful NPC can be found to cast the spell.

Chapter 3

Playing with Friends



CHAPTER 3: PLAYING WITH FRIENDS

As any map of the continent will reveal, there is no true end to any road. Waterdeep, Calimshan, Hillsfar and Shadowdale, all are connected by some path, though the way may be hard or steep. For those who seek it out, the frozen tundra to the north, the steaming jungle to the south, and everything in between can reveal an opportunity to adventure. Of course, some find it easier to take on a quest than to succeed at it, but most who survive are drawn to new challenges again and again until their time or their luck runs out. If *your* road leads you to Myth Drannor you had better bring all your friends.

If you've completed the single player campaign and are looking for new challenges, or if you just want to have fun adventuring with your friends, POOL OF RADIANCE: RUINS OF MYTH DRANNOR provides you with an ever changing multiplayer gaming environment, playable over either the Internet or a Local Area Network (LAN).

Before you begin a multiplayer game, make sure each player's computer meets the system requirements listed on page 13. To take part in a multiplayer game, each player must have POOL OF RADIANCE: RUINS OF MYTH DRANNOR installed on their computer, and the game CD must be in their CD-ROM drive.

Note: Multiplayer in POOL OF RADIANCE: ROMD is handled by using a single player's machine as the server. This player is the host or creator of the game. For optimum gameplay, it is a good idea to have the person with the fastest Internet connection or most powerful computer system create the game.

Joining a Multiplayer Game

To join a multiplayer game over the Internet or Local Area Network (LAN), click on **MULTIPLAYER GAME** from the Main Menu, then select **JOIN GAME**. This brings up the Join a Multiplayer Game panel. POOL OF RADIANCE: RUINS OF MYTH DRANNOR automatically scans for games (servers) on any LAN you may be connected to. Any games it finds appear in the list in the center of the panel. If the game you want to join does not appear on the list, enter the IP address of the person hosting the game in the Server Address area. You must know the IP address of the game creator in order to play over the Internet.

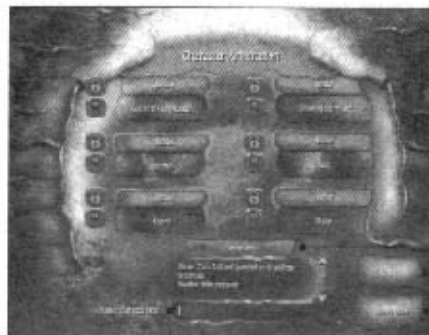
Enter a name for yourself in the **PLAYER NAME** area. If the game is password protected, you will be prompted to enter the password in the **PASSWORD** area. Select the game you want to join from the list, and click on **CONNECT** to connect with the server. When a connection is made, the Character Arbitration screen loads.

The game's host will select a slot for you, and your name will appear at the top. A default character will be assigned to each slot. Click on the Character button to see a list of your available Player Characters; pick one then click on **SELECT** to choose the character. If there are less than six players and your host assigns you multiple slots, you can play more than one character.

Note: The characters listed are available in the state of their last save, be it from single player or multiplayer. For example, if your character is 5th level and you increase his or her level to 7th level in either game, the next time you join a multiplayer game your character will be listed as 7th level. This does not affect the states of characters from saved games in multiplayer however. To play a new character in multiplayer, you must first create a character exactly as described in **Chapter 1: Building a Party** on page 20.

Important: You can not take characters from multiplayer into single player.

Now you must wait while the game creator decides whether to allow you to play that character or not. You can chat with the other players in the room by clicking in the chat text area at the lower-left corner of the screen and typing in a message. Press **Enter** to send the message; all the players in the room will be able to read it.



Once all the players in the room have chosen characters and the game host has approved them, the game will begin.

Creating a Multiplayer Game

To create a multiplayer game select **MULTIPLAYER GAME** from the Main Menu, then click on **CREATE GAME**. This brings up the Create a Multiplayer Game panel. Enter a name for your game in the **SESSION NAME** area. Then enter a name for yourself in the **PLAYER NAME** area. If you want to be sure only certain players will be able to join your game, you can enter a password for the game in the **SESSION PASSWORD** area. You must give this password to all your players. Next choose whether you want to start a **NEW** multiplayer game, or **LOAD** a saved game.

Loading a Multiplayer Game

Loading a multiplayer game means you resume the game from your last save point, exactly like a single player game. The host may assign more than one character to the same player depending on how many people are available to play.

Starting a New Multiplayer Game

If you choose to start a new multiplayer game, the Character Arbitration screen appears immediately. Here you must wait for your players to join you, and choose your slots. If you want to play several characters, unlock those slots first and choose your PCs to play. The host's IP address will appear at the bottom of the screen. This information needs to be communicated to the other players so that they can join your game.

To allow a player to join your game, unlock an empty slot by clicking on the lock icon next to it... Then click on the player name for that slot and select a player from the list to control that position. The player then chooses their character for the adventure.

Once a player chooses a character, you have the right to accept or reject their choice. Click on the magnifying glass icon to open the Character screen, which is described in detail on page 40. From this screen you can view the stats, spells, skills and items that the character possesses, to make sure it fits in with the game you want to play. When you **CLOSE** the Character screen you are asked whether you

want to allow the player to use this character. If you choose **No**, the player must pick a different character from their list and the process starts over again.

Players may also be banned from a playing session either before or during a game.. To do so, click on the **CONNECTIONS** button at the lower part of the screen. This will bring up a list of the players currently logged on to the host's game. By clicking on the boot icon next to a player's name, or using the **CNTL+K** hotkey while in-game, a window will appear asking you if you are sure you wish to boot that player. Select **YES** to do so or **CANCEL** to return to the Character Arbitration screen. There is also a button entitled **LISTEN FOR CONNECTIONS** on this screen. This allows you toggle the host machine's ability to accept new connections to their game. The button is set to **ON** by default, but may be turned **OFF** by left-clicking on it at any time.

Once all your players have selected characters, and you have approved them, click on **LAUNCH GAME** to load the game. All slots must be locked before the game can launch.

Note on Approving Characters: In the multiplayer version of POOL OF RADIANCE: RUINS OF MYTH DRANNOR, a party with high level characters will encounter significantly harder opponents than a party with low level characters. You may want to keep this in mind when accepting or rejecting a character for a game, since a single low-level character may have difficulty surviving the monsters a high-level party has thrown at them, while a single high-level character may raise the overall level of the enemies in the dungeon too high for his lower level compatriots to manage.

Playing a Multiplayer Game

Playing a multiplayer game in POOL OF RADIANCE: RUINS OF MYTH DRANNOR is very much like a solo game, however there are a few key differences, discussed in the following sections.

Dungeon Terrain

To make the game more fun for extended play, every time a new multiplayer game is started a new dungeon area is created randomly. While the above-ground appearance of Myth Drannor remains the same, the caverns and tunnels below can be quite different, as can the enemies fought and treasure gained.

Combat in Multiplayer

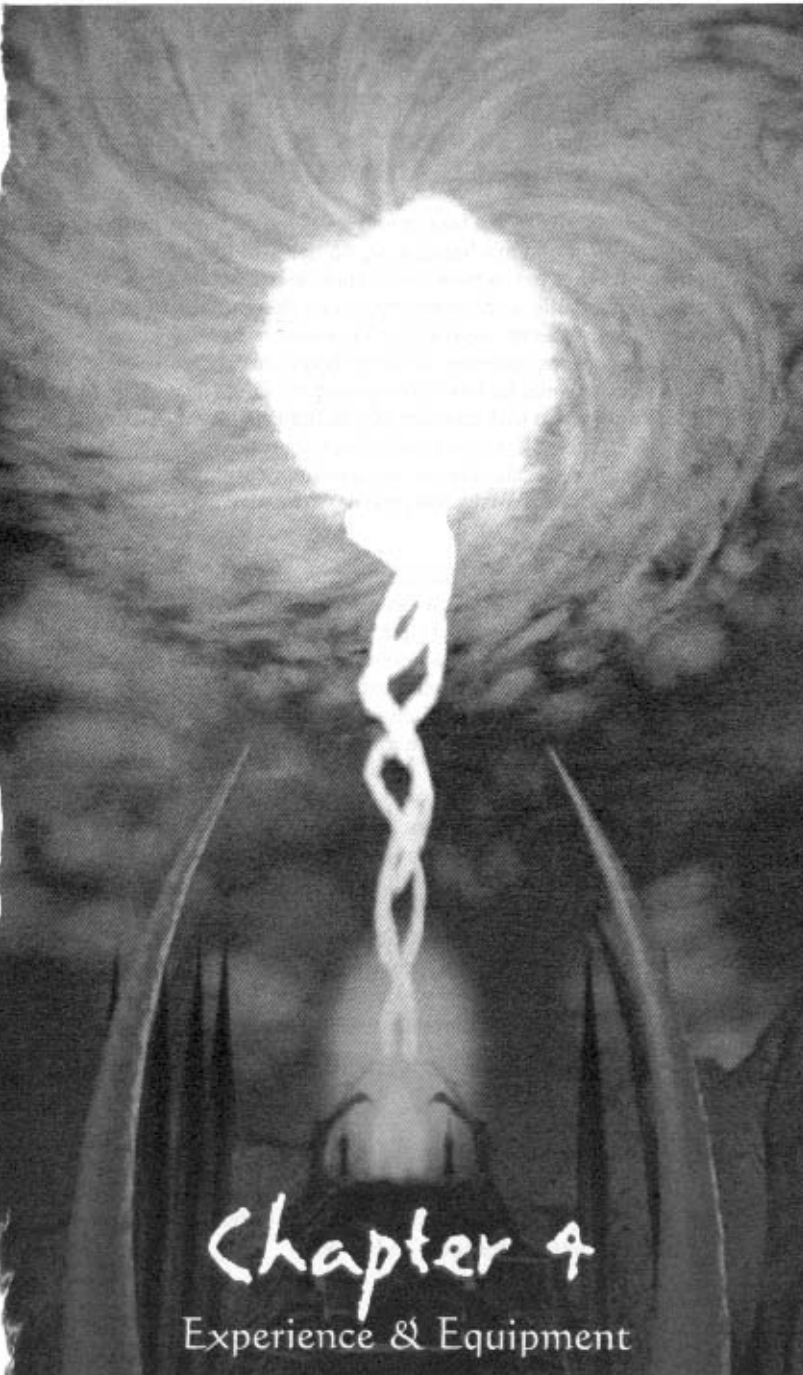
Multiplayer combat is very similar to single player combat. At the start of combat an initiative roll is made, with the highest initiatives acting first. However, to speed things along or allow time for those on slower connections, you may wish to adjust the Combat Round Speed in the Game Settings menu.

Multiplayer Individual and Group Mode

Individual and group modes work basically the same way in multiplayer as they do in solo play. Only the host will have the ability to go to group mode while a game is in session. However, any player may break out of group mode at any time to explore by themselves. Characters will be prevented from straying too far from the rest of the party, although some solo scouting is possible.

Character Death in Multiplayer

Character unconsciousness and death in multiplayer is handled exactly the same as it is in single player. If a character dies, that character may be raised/resurrected later by the other party members. The player remains in the game and is able to chat with other players until raised/resurrected or they leave the game.



Chapter 4

Experience & Equipment

EXPERIENCE AND EQUIPMENT

When a warrior walks into a tavern and spies the proprietor's trusty sword, or battle-scarred axe hanging up on the wall three questions spring to mind. The first, is how many tales he has to tell. No one comes through a battle without learning something new, and listening to the stories of a veteran campaigner has saved more than one adventurer's life. The second question is where he got his weapon. Travelers learn not to get too attached to their equipment. Fireballs happen. And you never know when that monster you're fighting might decide to eat your sword, literally. Any weapon that lasts more than a couple years is something special. But the last question, naturally, is what could have happened to make the tavern-owner give up the thrill of the road... to pour ale?

There are two things your characters are guaranteed to gain if they adventure in Myth Drannor: experience and equipment. As your characters learn and grow, the following pages should help you understand their new abilities, and make decisions about how to develop them to their utmost. The detailed weapons and armor lists should aid you in choosing which spoils of battle to keep, which you should sell and which you should leave where it lies.

Skills

This section describes each skill, including its common uses and typical modifiers. Each skill is listed by name, with its key ability in parenthesis. This is the ability whose modifier applies to the skill check. The classes which can learn this skill are listed below the name, followed by a detailed description. Different classes accumulate skill points at different speeds throughout the game. The skill rank is added to a roll and compared against a difficulty number set by the game to determine success; if the roll plus the rank exceeds the difficulty number, the skill check was successful.

Concentration (Con)

Cleric, Paladin, Ranger, Sorcerer

A character with this skill is particularly good at focusing their mind despite distractions. A Concentration check is made when the character tries to cast a spell despite distractions, such as taking damage, getting hit by an unfriendly spell, and so on.

Disable Device (Int)

Rogue Only

A character with this skill can disarm a trap. They can examine a fairly simple or fairly small mechanical device and disable it. This skill may be useless against more complicated devices. To use this skill, the Rogue must be the active character. Press **5** to bring up the character's skills, then select Disable Device. Left-click on the object with the device in it. If the Rogue is successful, the results will show immediately, and perhaps, in the case of a failed attempt to disarm a trap, explosively. A Rogue may only attempt to use this skill on a trap once; subsequent attempts will be unsuccessful.

Heal (Wis)

Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer

Use this skill to keep a badly wounded character from dying. If a character has negative hit points and is losing hit points, another character can make them stable with a successful Heal check. The character regains no hit points, but he or she does stop losing them. The check is a standard action that can be selected at any time from the Skill menu.

Hide (Dex)

Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer

Characters with hide can sink back into the shadows and proceed unseen, or approach a monster's lair under cover of brush without being noticed. Your character's Hide check is opposed by the Spot check of anyone who might see them. This skill suffers the Armor Check Penalty detailed in Table 4-3, Armor.

Halfling characters have a +4 to their Hide check because of their small size.

Listen (Wis)

Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer

Use this skill to hear approaching enemies or to detect someone sneaking up on you from behind. A Listen check may be harder to succeed at if the noise the character is listening for is very quiet and far away, or if they are trying to hear an opponent that is trying to Move Silently. Elves and Half-elves receive automatic bonuses to their Listen checks.

Move Silently (Dex)*Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer*

Move Silently allows characters to sneak up behind an enemy or to slink away without being noticed. The Move Silently check is opposed by the Listen check of anyone who might hear the character. This skill suffers the Armor Check Penalty detailed in **Table 4-3, Armor**.

Open Lock (Dex)*Rogue only*

A Rogue with Open Lock can pick padlocks, finesse combination locks, and solve puzzle locks. The effort requires a little time. To open a lock, the Rogue must be the active character. Press **S** to bring up the character's skills, then select Open Lock. Left-click on the object that is locked. If the Rogue is successful, the door or item will open.

Search (Int)*Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer*

Characters with this skill can find secret doors, simple traps, hidden compartments, and other details not readily apparent. The Spot skill lets you notice something, such as a hiding Rogue. The Search skill lets a character discern some small detail or irregularity through active effort. You generally must be within 10 feet of the object or surface to be searched. Characters in the party are automatically assumed to be searching as they travel, unless they are engaged in combat. Elves and Half-elves receive automatic bonuses to their Search checks.

Search does not allow you to find traps unless you are a Rogue.

Spellcraft (Int)*Cleric, Paladin, Ranger, Sorcerer*

Characters with Spellcraft are adept at identifying magics in place or that are cast at them. This can be effective for learning what magical repertoire your enemies have at their disposal to prepare the proper defense.

Spot (Wis)*Barbarian, Cleric, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer*

Use this skill to notice bandits waiting in ambush, to see a Rogue lurking in the shadows, or to see that giant centipede in the pile of trash. The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Elves and Half-elves receive automatic bonuses to their Spot checks.

Feats

This section describes each of the Feats that a character in the game can acquire. Some of these feats can only be developed by certain classes, while others are available to all characters. Feats are used automatically when appropriate in the game. You may or may not directly observe the results of characters performing feats, but if you watch the Dungeon Master information area, there is usually a mention made when a feat is performed.

Blind-Fight

In a manner almost magical, this character knows how to fight in melee without being able to see their foes. Their keenly developed senses and understanding of how their opponents will attack allows them to fight just as effectively as if their enemies were painted red.

Benefit: In melee, every time this character misses because of concealment, the attack is re-rolled one time to see if the character actually hits. In addition, an invisible attacker gets no bonus to hit this character in melee. That is, the character doesn't lose their positive Dexterity bonus to AC, and the attacker doesn't get the usual +2 bonus. However, the invisible attacker's bonuses do still apply for ranged attacks.

Cleave

Feeding off the momentum of success, this character follows through on their powerful blows, stepping over the body of one opponent to attack the next.

Benefit: If this character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), this character gets an immediate, extra melee attack against another creature in the immediate vicinity. They cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same attack bonus as the melee attack that dropped the previous creature. This ability can be used only once per round.

Combat Casting

A spellcaster with this feat is cool under fire, able to weave and dodge amid the chaos of combat without losing their spell or their head.

Benefit: This character receives a +4 bonus to Concentration checks made to cast a spell under distracting conditions.

Combat Reflexes

Always alert to any opportunity, this character can respond quickly and repeatedly to opponents who let their defenses down, pressing any advantage they can find.

Benefit: When foes leave themselves open, this character may make a number of additional Attacks of Opportunity equal to the character's Dexterity modifier. For example, a character with a Dexterity of 15 can make a total of three Attacks of Opportunity in a round—the one Attack of Opportunity any character is entitled to, plus two more attacks because of his +2 Dexterity bonus. If four goblins move through the character's threatened area, he can make Attacks of Opportunity against three of the four.

Extra Turning

Calling upon the raw power of their deities, Clerics and Paladins may invoke their holy power more often than normal against the legions of evil.

Benefit: This feat is available to only Clerics and Paladins, allowing them to turn undead four more times per last full rest.

Great Fortitude

To say this character is tough is an understatement. They somehow find a way to keep going, shrugging off poison or noxious clouds of vapor when their compatriots are overcome and reeling.

Benefit: This character gets a +2 bonus to all Fortitude saving throws.

Improved Critical

This character really knows how to hit where it hurts. They have an uncanny ability to see and exploit weaknesses in their opponents, giving themselves opportunities to dish out tremendous amounts of damage.

Benefit: When attacking, the character's critical threat range is doubled. For example, a longsword usually threatens a critical on a 19 or 20 (two numbers). If the character using the longsword has Improved Critical, the threat range becomes 17 through 20 (four numbers).

Improved Initiative

Adept at reading the flow of a battle by being where they need to be and knowing what they need to do, this character can react more quickly than normal in a fight and knows how to get in the first and the last blow.

Benefit: This character gets a +4 bonus on initiative checks.

Iron Will

Years of meditation, years of surviving uncounted danger, or sheer natural stubbornness have gifted this character with a stronger will than most. They will not easily fall under the power of persuasion of magical or mundane nature.

Benefit: This character gets a +2 bonus to all Will saving throws.

Lightning Reflexes

Almost nothing catches a character with this feat unawares. Their amazing reflexes give them just that extra split second to avoid those attacks that flatten their slower companions.

Benefit: This character gets a +2 bonus to all Reflex saving throws.

Mobility

This character is skilled at dodging past opponents and avoiding blows. They are a whirlwind of energy capable of zipping into and out of combat without fear.

Benefit: This character receives a +4 dodge bonus to AC versus Attacks of Opportunity. However, any conditions that makes this character lose their positive Dexterity bonus to AC (if any) also makes them lose dodge bonuses.

Point Blank Shot

The bustle of battle doesn't distract this skilled marksman. Unlike other archers who may prefer to be removed from the battle, they are perfectly comfortable picking their targets and felling them at close range.

Benefit: This character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack

Willing to take chances to make sure their enemy goes down and stays down, this character understands that sometimes sheer brute force is worth more than any refined technique.

Benefit: On the character's action, before making attack rolls for the round, this character may choose to subtract half (Power Attack Increased) or all (Power Attack Max) of their melee attack bonus and add the same number to all melee damage rolls. This amount may not exceed the character's base attack bonus.

The penalty on attacks and bonus on damage applies until the character's next action. Once the desired state of Power Attack is chosen, select a target for the effect to take place. Both options can be found under Combat Options.

Precise Shot

A character with this feat possesses eagle eyes and steady hands, not to mention nerves of steel. They have such faith in their abilities with their chosen missile weapon that they don't hesitate to shoot an arrow into the heart of battle.

Benefit: This character can shoot a missile weapon at an opponent engaged in melee without suffering the standard -4 penalty.

Run

Whether it was chasing deer through the forest or running from guardsmen in the city, somehow this character has become exceptionally fleet of foot, able to leave most other people eating their dust.

Benefit: When running, this character move fives times their normal speed instead of four times.

Skill Focus

Dedicated and thorough, a character with this feat has become exceptionally proficient in the arts of their profession, perhaps because of an inborn talent, or pure hard work. This special knack shines through in everything they do.

Benefit: This character gets a +2 bonus on particular skill checks based on their class as follows:

- Barbarian - Listen
- Cleric - Spellcraft
- Fighter - Spot
- Monk - Move Silently
- Paladin - Heal
- Ranger - Hide
- Rogue - Disable Device
- Sorcerer - Concentration

Spell Penetration

Either acute study of the flow of magic or just a natural gift with the supernatural has enabled a character with this feat to cast especially potent spells, which breaks through spell resistance more readily than normal.

Benefit: This character receives a +2 bonus to caster level checks (1d20 + caster's level) to beat a creature's spell resistance.

Toughness

Through natural toughness, earnest physical conditioning or simply the rigors of the adventuring life, a character with this feat is tougher, able to withstand blows that fell lesser people.

Benefit: This character gains +3 hit points.

Gaining Experience

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating monsters and other opponents, by successfully solving quests, and by using some skills, like Open Locks. The Dungeon Master will tell you when your characters earn experience. When your character's XP total at least reaches the minimum for a new character level, he or she goes up a level (see **Table 4-1: Experience and Level-Dependent Benefits**).

A character can only advance one level at a time. If, for some extraordinary reason, a character gains enough XP to advance two or more levels at once, he or she instead advances one level and gains just enough XP to be 1 XP short of the next level. All characters can advance up to 16th level in any one class, with a combined multiclass level cap of 32.

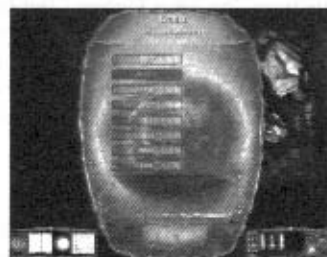
Table 4-1:
Experience and
Level-Dependent Benefits

CLASS LEVEL	XP	BASE SAVE	FIGHTER BARBARIAN PALADIN RANGER	ROGUE MONK	SORCERER	FEATS	ABILITY INCREASES
			BASE ATTACK	BASE ATTACK	BASE ATTACK		
1	0	+0/+2	+1	+0	+0	1ST	—
2	1,000	+0/+3	+2	+1	+1	—	—
3	3,000	+1/+3	+3	+2	+1	2ND	—
4	6,000	+1/+4	+4	+3	+2	—	1ST
5	10,000	+1/+4	+5	+3	+2	—	—
6	15,000	+2/+5	+6/+1	+4	+3	3RD	—
7	21,000	+2/+5	+7/+2	+5	+3	—	—
8	28,000	+2/+6	+8/+3	+6/+1	+4	—	2ND
9	36,000	+3/+6	+9/+4	+6/+1	+4	4TH	—
10	45,000	+3/+7	+10/+5	+7/+2	+5	—	—
11	55,000	+3/+7	+11/+6/+1	+8/+3	+5	—	—
12	66,000	+4/+8	+12/+7/+2	+9/+4	+6/+1	5TH	3RD
13	78,000	+4/+8	+13/+8/+3	+9/+4	+6/+1	—	—
14	91,000	+4/+9	+14/+9/+4	+10/+5	+7/+2	—	—
15	105,000	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	6TH	—
16	120,000	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	—	4TH

Most characters have only one class, and when such a character achieves a new level, it is a new level in that class. If your character has more than one class or wants to acquire a new class, however, you choose which class goes up one level. The other classes stay at the previous level. See the multiclass rules following, for more information.

When your character goes up a level, you are asked to choose either to raise up one of the character's existing classes, or to start a new class entirely. Once you make your choice, several changes may occur. The character's base attack bonus or base save bonus may improve. Your character gains hit points equal to a random roll of the hit die for their class, plus or minus their Constitution modifier (but never less than 1).

Spellcasting characters gain the ability to cast more spells as they advance in levels. (In the appendix are "Spells per Day" tables for each spellcasting class, showing how many spells of a given level a character can cast.) Also, many characters gain feats or new special abilities as they advance in levels.



If your character has just achieved 4th, 8th, 12th or 16th level, you will also be instructed to raise one of his or her ability scores by 1 point. (It is okay to go above 18.) For a multiclass character, it is the overall character level, not the class level, that counts.

Multiclass Characters

All characters start out with a single class. However, whenever a character gains a level, you may choose to increase the level of their class or pick up a new class at 1st level. The character gains all the features of the new class, as well as a Hit Die of the appropriate type. For example, when Garrick, your 3rd level Human Fighter, amasses 6,000XP, you can choose to have him either become a 4th level Fighter, or add a class and become a 3rd level Fighter/1st level Rogue. If he becomes a Rogue, when Garrick has 10,000XP, you can choose to make him a 4th level Fighter, a 2nd level Rogue, or take a different class at 1st level. Thus, multiclassing improves a character's versatility, but at the expense of focus.

Developing and maintaining skills and abilities in more than one class is demanding. If any two of your multiclass character's classes are 2 or more levels apart, your multiclass character suffers a -20% XP penalty for each class that is not within 1 level of his most experienced class. These penalties apply from the moment the character adds a class or raises a class's level too high. For instance, a 4th level Sorcerer/3rd level Rogue gets no penalty, but if that character raises his Sorcerer level to 5th, then he receives the -20% penalty from that point on until his levels are nearly even again.

A race's favored class (see **Table 1-1: Racial Ability Adjustments** on page 21) does not count against the character for purposes of the -20% XP penalty. Also, when determining whether a multiclass character's classes are even, do not count the character's favored class.

A dwarven 7th level Fighter/2nd level Cleric suffers no penalty, nor does he when he adds 1st-level Rogue to his classes since his Cleric and Rogue classes are only 1 level apart. Note that in this case Cleric counts as his highest class, not Fighter, because Fighter is favored for Dwarves. A Human's or Half-elf's highest-leveled class is always considered his or her favored class.

Weaponry

Your party's effectiveness in combat is dependent on the quality of their weapons and their skill in using them. The types of weapons a character can use are based on class, and can be found in the class descriptions starting on page 24 in **Chapter 1: Building a Party**.

Weapons are grouped into several categories. These categories pertain to what proficiency is needed to use them effectively (Simple or Martial), usefulness in close combat (Melee) or at a distance (Ranged), and weapon size (Small, Medium-size, and Large).

Simple and Martial Weapons

All classes are proficient with all simple weapons. Barbarians, Fighters, Paladins and Rangers are proficient with all simple and all martial weapons.

Melee and Ranged Weapons

Melee weapons are used for making attacks on opponents within 5 to 10 feet, while ranged weapons are projectile weapons that are not particularly effective in melee range. A character's Strength bonus is applied to damage dealt by melee weapons but not by ranged weapons.

Small, Medium-size, and Large Weapons

The size of a weapon compared to the character's size determines whether the weapon is light, one-handed, two-handed, or too large to use. All characters in Pool of Radiance: Ruins of Myth Drannor are medium-size, with the exception of Halflings, who are small.

Light: If the weapon's size category is smaller than the character's, (such as a human using a small weapon), then the weapon is light.

One-Handed: If the weapon's size category is the same as the character's (such as a human using a longsword), then the weapon is one-handed.

Two-Handed: If the weapon's size category is one step larger than the character's (such as a human using a greataxe), then the weapon is two-handed. Two-handed melee weapons can be used effectively in two hands, with a one-and-a-half times Strength bonus to damage (provided the character has a bonus).

Too Large to Use: If the weapon's size category is two or more steps larger than the character's (such as a Halfling trying to use a greatsword), it is too large for the character to use.

Weapon Qualities

It is a good idea for you to equip most characters with a ranged and a melee weapon that suit their individual needs. The size of a weapon determines how it can be wielded, and how much damage the character deals with it. A two-handed weapon deals more damage than a one-handed weapon, but it prevents the character from using a shield, so that's a trade-off. If the character is small, they are limited to smaller weapons.

Depending on the character's class, they may be able to use more or fewer weapons. Weapon proficiencies can be found in the class descriptions starting on page 24 of **Chapter 1: Building Your Party**. There is little use in choosing a weapon for a character that they are not proficient with. When choosing weapons for your party, keep in mind the following factors (given as column headings on **Table 4-2: Weapons**):

Cost

The price in gold for this weapon. A better weapon is usually more expensive than an inferior one.

Damage

The Damage column indicates the damage the character deals with a weapon when they score a hit.

Critical

The entry in this column notes how the weapon is used with the rules for Critical Hits. When a Critical Hit is scored, the damage with all modifiers is rolled two, three, or four times, as indicated by its critical multiplier, and added together.

Note that bonus damage represented as extra dice, such as from a Sneak Attack are not multiplied when the character scores a Critical Hit.

- x2:** The weapon deals double damage on a Critical Hit.
x3: The weapon deals triple damage on a Critical Hit.
x4: The weapon deals quadruple damage on a Critical Hit.
18-20/x2: The weapon scores a threat on a natural 18, 19, or 20 (instead of just on a 20) and deals double damage on a Critical Hit. (The weapon has a threat range of 18-20.)
19-20/x2: The weapon scores a threat (a possible Critical Hit) on a natural 19 or 20 (instead of just on a 20) and deals double damage on a Critical Hit. (The weapon has a threat range of 19-20.)

Range Increment

Any attack at less than this range is not penalized for range, so an arrow from a shortbow (range increment 60 feet) can strike at enemies up to 59 feet away with no penalty. However, each full range increment causes a cumulative -2 penalty to the attack roll. A shortbow archer firing at a target 200 feet away suffers a -6 attack penalty (because 200 feet is at least three range increments, but not four). Penalties are displayed under the Target cursor when a character attempts to fire at an enemy whose distance exceeds that weapon's range increment. Projectile weapons can shoot up to ten increments. Slings, shortbows, and longbows are projectile weapons.

Weight

This gives the weapon's weight in pounds.

Type

Weapons are classified according to types: bludgeoning, piercing, and slashing. Some monsters may be partially or wholly immune to attacks with some types of weapons. For example, a skeleton only suffers half damage from piercing and slashing weapons. If a weapon is of two types, a creature would have to be immune to both of them to ignore the damage dealt by this weapon.

Special

Some weapons have special features, such as reach.

Table 4-2: Weapons

(S) = SMALL (M) = MEDIUM-SIZE (L) = LARGE

Simple Weapons—Melee

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE
(S) DAGGER	2 GP	1d4	19-20/-2	—	1 LB.	PIERCING
(S) HAMMER, LIGHT	1 GP	1d4	x2	—	2 LB.	BLUDGEONING
(S) MACE, LIGHT	5 GP	1d6	x2	—	6 LB.	BLUDGEONING
(M) CLUB	1 GP	1d6	x2	—	3 LB.	BLUDGEONING
(M) MACE, HEAVY	12 GP	1d8	x2	—	12 LB.	BLUDGEONING
(L) QUARTERSTAFF	1 GP	1d6	x2	—	4 LB.	BLUDGEONING
(L) SHORTSPEAR	2 GP	1d8	x3	—	5 LB.	PIERCING

Simple Weapons—Ranged

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE
(S) SLING	1 GP	1d4	x2	50 FT.	1 LB.	BLUDGEONING

Martial Weapons—Melee

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE
(S) HANDAXE	6 GP	1d6	x3	—	5 LB.	SLASHING
(S) SWORD, SHORT	10 GP	1d6	19-20/-2	—	3 LB.	PIERCING
(M) BATTLEAXE	10 GP	1d8	x3	—	7 LB.	SLASHING
(M) LONGSWORD	15 GP	1d8	19-20/-2	—	4 LB.	SLASHING
(M) SCIMITAR	15 GP	1d6	18-20/-2	—	4 LB.	SLASHING
(M) WARHAMMER	12 GP	1d8	x3	—	8 LB.	BLUDGEONING
(L) GREAT WARHAMMER	15 GP	1d10	x3	—	20 LB.	BLUDGEONING
(L) GREATAXE	20 GP	1d12	x3	—	20 LB.	SLASHING
(L) GREATSWORD	50 GP	2d6	19-20/x2	—	15 LB.	SLASHING
(L) HALBERD	10 GP	1d10	x3	—	15 LB.	PIERCING AND SLASHING
(L) LONGSPEAR	5 GP	1d8	x3	—	9 LB.	PIERCING
(L) PIKE	8 GP	1d10	x2	—	15 LB.	PIERCING

Martial Weapons—Ranged

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE
(M) SHORTBOW	30 GP	1d6	x3	60 FT.	2 LB.	PIERCING
(L) LONGBOW	75 GP	1d8	x3	100 FT.	3 LB.	PIERCING

Armor

The armor your characters wear can make a big difference in whether they survive a battle, or end up being carried home on their shields. Effective protection isn't simply a matter of finding the thickest, strongest armor your character can carry. You must also take into account whether the benefits for wearing heavier armor outweigh the penalties.

Table 4-3: Armor lists the basic types of armor readily available in this part of the Forgotten Realms, for your comparison. An explanation of each of the columns follows:

Cost

The cost of the armor in gold pieces.

Armor Bonus & Stacking

The protective value of the armor. Normal and magical bonuses from armor and a shield stack. All items in the game that exhibit magical bonuses to AC are considered "enhancement bonuses", with the exception of shields and items that provide Protection bonuses. These two exceptions provide "deflection" bonuses that will stack with "enhancement" bonuses, but not with other "deflection" bonuses. Bonuses of the same type never stack. For example, if a character has Chainmail +3 (AC value +8), a Small Shield +2 (AC value +3), and a Ring of Protection+1 (AC value +1), the total added to that character's AC would be +11 from the Chainmail +3 and the Small Shield +2; in this case the Ring of Protection +1 would not stack with the Small Shield +2 since they are both of the same type of bonus.

Max Dex

This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. For example, chainmail permits a maximum Dexterity bonus of +2. A character with a Dexterity score of 18 normally gains a +4 bonus to his AC, but if he's wearing chainmail, his bonus effectively drops to +2. His final Armor Class would be 17 (10+5+2=17), assuming he has no other modifiers. (The +5 is the chainmail and the +2 is his maximum Dexterity bonus.)

Even if your character's Dexterity bonus drops to 0 (zero), the character has not **lost** their Dexterity bonus.

Note: Shields do not affect the maximum Dexterity bonus.

Armor Check Penalty

Anything heavier than leather hurts the wearer's ability to use some of their skills. This is more important for some classes than for others. The Barbarian, in particular, faces a trade-off between heavier armor and better skill checks.

The armor check penalty number is the penalty applied to certain skill checks. If a character is wearing any armor heavier than leather, he can't Hide or Move Silently as well as he would if he weren't wearing such heavy armor.

If a character is wearing armor and using a shield, both penalties apply.

Arcane Spell Failure

Armor interferes with the gestures needed to cast an Arcane spell. Since Sorcerers face Arcane spell failure chances if they're wearing armor, they usually try to avoid wearing such restrictive equipment. If they do cast a spell while wearing armor, they must make an Arcane spell failure roll. The number in the column is the chance that the spell fails and is ruined. If the Sorcerer is wearing armor and a shield, the two numbers are added together to get a single Arcane spell failure chance.

Speed

Medium and heavy armor slows a character down. Humans, Elves, Half-elves, and Half-orcs have an unencumbered speed of 30 feet. They use the first column in the table below. Dwarves and Halflings have an unencumbered speed of 20 feet. They use the second column. Shields do not affect a character's speed.

Weight

The weight of the armor in pounds.

Table 4-3: Armor

(L) = LIGHT ARMOR
(M) = MEDIUM ARMOR
(H) = HEAVY ARMOR*

ARMOR	COST	ARMOR BONUS		MAX DEX		CHECK PENALTY		ARCANE SPELL FAILURE		SPEED		WEIGHT
										(30 FT.)	(20 FT.)	
(L) LEATHER	10 GP	+2	+6	0	10%	30 FT.	20 FT.	15 LB.				
(L) STUDDED LEATHER	25 GP	+3	+5	-1	15%	30 FT.	20 FT.	20 LB.				
(L) CHAIN SHIRT	100 GP	+4	+4	-2	20%	30 FT.	20 FT.	25 LB.				
(M) HIDE	15 GP	+3	+4	-4	20%	20 FT.	15 FT.	25 LB.				
(M) SCALE MAIL	50 GP	+4	+3	-4	25%	20 FT.	15 FT.	30 LB.				
(M) COTTON MAIL	150 GP	+5	+2	-5	30%	20 FT.	15 FT.	40 LB.				
(H) HALF-PLATE	600 GP	+7	0	-7	40%	20 FT.*	15 FT.*	50 LB.				
(H) FULL PLATE	1,500 GP	+8	+1	-6	35%	20 FT.*	15 FT.*	50 LB.				
SMALL, WOODEN SHIELD	3 GP	+1	—	-1	5%	—	—	5 LB.				
LARGE, STEEL SHIELD	20 GP	+2	—	-2	15%	—	—	15 LB.				

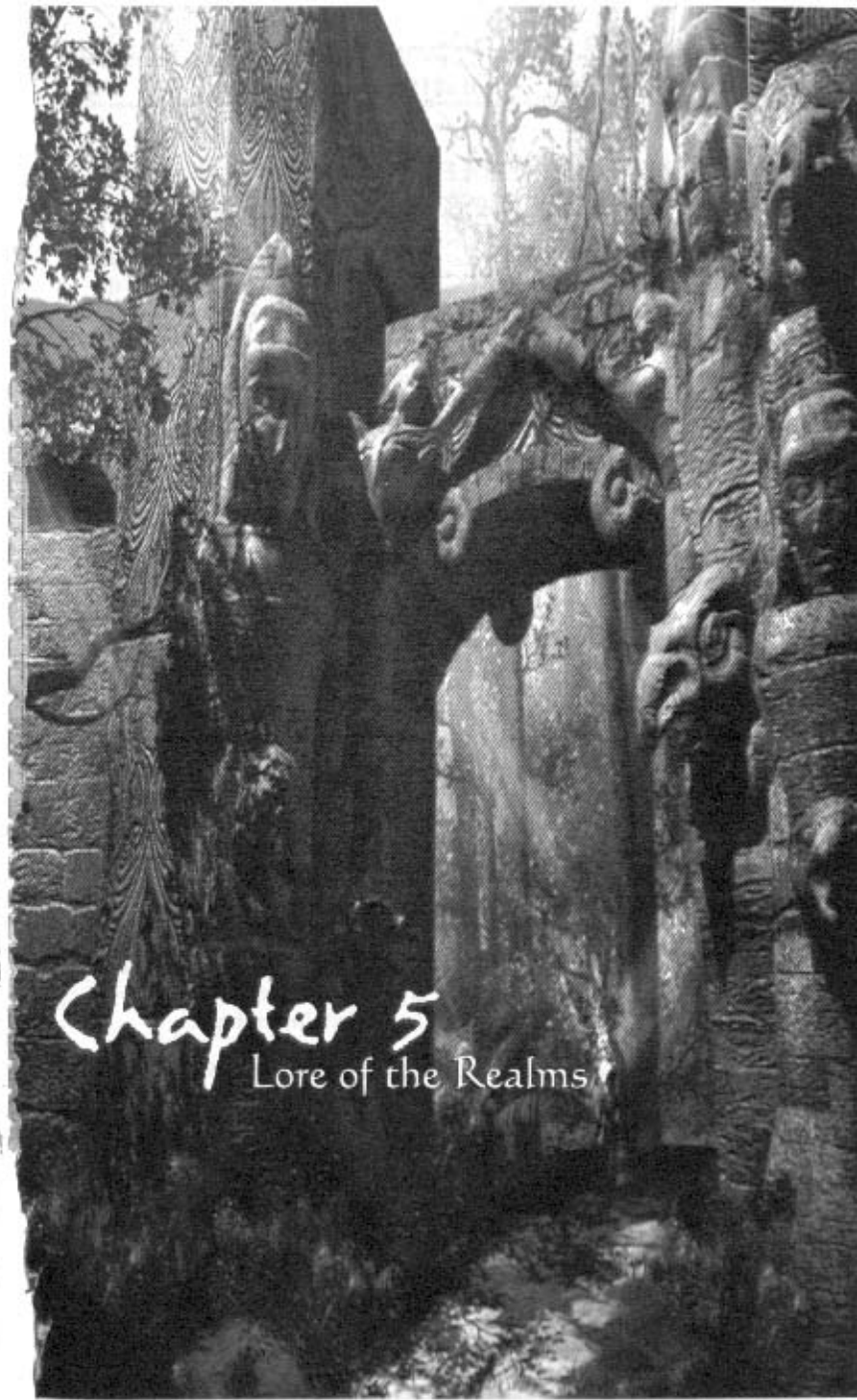
*When running in heavy armor, characters move only triple their speed, not quadruple.

Magic Items

Along the course of adventuring, characters will encounter a multitude of magical items, from magical suits of armor to enchanted weapons, wands, staves, potions, etc. Magical items that have charges or a limited number of uses will have this number listed in parenthesis after the item's name. For example, wand of cure light wounds (10). Many items need to be equipped before they can be used, such as armor, weapons, wands, staves, gauntlets, rings, amulets, and boots.

Chapter 5

Lore of the Realms



CHAPTER 5: LORE OF THE REALMS

Some say that everything that has ever been known, and all that ever will be, is written in some book, somewhere. The foolhardy scorn the library, preferring to learn from experience, while the wise turn to books, pouring over ancient tomes for shreds of forgotten knowledge. The magi are most known for their scholarly pursuits, hunting down lost spells to add to their arcane repertoire. However, their armored companions would do well to mirror their studies. Uncounted would-be heroes have fallen prey to dangers described in the pages of common manuscripts.

The following three sections give you detailed information about the spells your casters can use, the monsters your party will encounter, and a brief look at the first dungeon in the game.

Spell Library

POOL OF RADIANCE™ RUINS OF MYTH DRANNOR supports the D&D® 3rd edition spell system as closely as possible. Sorcerers have spells that are learned through inborn talent. Sorcerers of the same level may have different spells, depending on the choices made during spell selection at the beginning of each level. Clerics, Rangers and Paladins have deities that they pray to for spells, and the number of spells they know is set by class and level. Each time a caster chooses to cast a spell, you must select a spell from the spell menu (press **A** or **D** to bring up this menu as appropriate). The number of spells available at each level is listed. Once all of a character's spells for a level have been cast, he or she must rest to regain the ability to cast more at that level. A character's spell selection may also be limited by circumstance; some spells can only be cast in combat, for example.

Some spells have durations that last while a character is within combat, or even after it has ended. These durations are represented by six different persistent spell effects that float above a character's head. Players can look at the different types of spell effects to gauge whether a spell is having a beneficial or negative result, whether they are charmed, held, or silenced. The following are the six persistent spell effects and a sample of the types of spells that fall under their category:

On the following pages, the spells available to each class at each level are listed, along with complete spell descriptions, listed in alphabetical order.

Class Spell Lists

Ranger Spells

Level 1

Cure Light Wounds
Entangle

Level 2

Delay Poison
Sleep

Level 3

Cure Serious Wounds
Hold Poison

Level 4

Freedom of Movement
Neutralize Poison

Paladin Spells

Level 0

Resistance

Level 1

Bless
Cure Light Wounds
Protection from Evil

Level 2

Cure Moderate Wounds
Delay Poison
Remove Paralysis

Level 3

Cure Serious Wounds
Dispel Magic
Hold Poison
Prayer
Remove Blindness

Level 4

Freedom of Movement
Neutralize Poison

Sorcerer Spells

Level 0 (Cantrips)

Daze
Detect Magic
Disrupt undead
Light
Resistance

Level 1

Burning Hands
Charm Person
Chill Touch
Mage Armor
Magic Missile
Protection from Evil
Protection from Good
Shield
Shocking Grasp
Sleep

Level 2

Blindness
Bull's Strength
Cat's Grace
Darkness
Ghoul Touch
Invisibility
Melf's Acid Arrow
See Invisibility
Web

Level 3

Blink
 Dispel Magic
 Displacement
 Fireball
 Halt Undead
 Haste
 Hold Person
 Invisibility Sphere
 Lightning Bolt
 Slow
 Stinking Cloud
 Vampiric Touch

Level 4

Charm Monster
 Confusion
 Fear
 Fire Shield
 Improved Invisibility
 Minor Globe of Invulnerability

Level 5

Cloudkill
 Cone of Cold
 Dominate Person
 Feeblemind
 Hold Monster

Level 6

Chain Lightning
 Circle of Death
 Disintegrate
 Globe of Invulnerability
 Mass Suggestion
 Repulsion
 True Seeing

Level 7

Control Undead
 Finger of Death

Level 8

Incendiary Cloud

Cleric Spells**Level 0 (Orisons)**

Cure Minor Wounds
 Detect Magic
 Light
 Resistance

Level 1

Bane (reverse of Bless)
 Bless
 Cause Fear
 (reverse of Remove Fear)
 Command
 Cure Light Wounds
 Inflict Light Wounds
 (reverse of Cure Light)
 Protection from Evil
 Protection from Good
 Remove Fear
 Shield of Faith

Level 2

Aid
 Bull's Strength
 Cure Moderate Wounds
 Darkness (reverse of Light)
 Delay Poison
 Find Traps
 Hold Person
 Inflict Moderate Wounds
 (reverse of Cure Moderate)
 Remove Paralysis
 Silence
 Spiritual Weapon

Level 3

Bestow Curse
 (reverse of Remove Curse)
 Blindness
 (reverse of Remove Blindness)
 Cure Serious Wounds
 Dispel Magic
 Hold Poison
 Inflict Serious Wounds
 (reverse of Cure Serious)
 Prayer
 Remove Blindness
 Remove Curse
 Searing Light

Level 4

Cure Critical Wounds
 Divine Power
 Freedom of Movement
 Inflict Critical Wounds
 (reverse of Cure Critical)
 Neutralize Poison
 Poison (reverse of Neutralize
 Poison)
 Restoration

Spell Descriptions

The following spell descriptions are listed in alphabetical order. Each description follows the same basic format, explained below.

Spell Format

This section discusses the spell description format and some of the finer points of how spells work.

Name: This is the name by which the spell is generally known.

Level: This is the relative power level of the spell, ranging from level 0 (Cantrips and Orisons) through level 1 and up to level 8. A spell's level affects the difficulty for any save allowed against the spell (see "Spell Resistance" on page 101). This entry includes an abbreviation for each class that can cast this spell: Clr (Cleric), Pal (Paladin), Rgr (Ranger) and Sor (Sorcerer).

Level 5

Flame Strike
 Raise Dead
 Slay Living
 (reverse of Raise Dead)
 Spell Resistance
 True Seeing

Level 6

Harm (reverse of Heal)
 Heal

Level 7

Destruction
 Resurrection

Level 8

Fire Storm

Range: The maximum distance from you at which you can target the spell.

Duration: This is how long the magical energy of the spell lasts.

Target or Targets/Effect/Area: This entry lists the number of creatures, volume, weight and so on, that the spell can affect. The entry can start with one of three kinds of headers: "Target" (or "Targets"), "Effect," or "Area". If the target of a spell is yourself ("Target: You"), you do not receive a saving throw and spell resistance does not apply. The saving throw and spell resistance headers are omitted from such spells.

Saving Throw: This entry tells you whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful saving throw.

Spell Resistance: This entry tells you whether spell resistance (SR), a special defensive ability, resists this spell.

Descriptive Text: This portion of the spell description details what the spell does and how it works.

Aid

LEVEL: Clr 2

RANGE: Touch

DURATION: 1 minute/level

TARGET: One living creature

SAVING THROW: None

SPELL RESISTANCE: No

Aid gives a +1 morale bonus to attack rolls and Will saving throws, plus 1d8 temporary hit points. Temporary hit points are lost first when the recipient suffers damage; lost temporary hit points can't be regained.

Bane

LEVEL: Clr 1

RANGE: 50'

DURATION: 1 minute/level

Area: All enemies within 50'

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

Bane fills the caster's enemies with fear and doubt. They suffer a morale penalty of -1 on their attack rolls and a morale penalty of -1 on Will saving throws. Bane counters the Bless spell.

Bestow Curse

LEVEL: Clr 3

RANGE: Touch

DURATION: Permanent

TARGET: One creature

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

The caster places a curse on the creature touched causing a -4 penalty on all attack rolls, saving throws, ability checks, and skill checks for the duration of the spell. A successful remove curse spell can break a curse.

Bless

LEVEL: Clr 1, Pal 1

RANGE: 50' radius

DURATION: 1 minute/level

AREA: All allies within 50'

SAVING THROW: None

SPELL RESISTANCE: No

Bless fills the caster's allies with courage. They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on Will saving throws. Bless counters the Bane spell.

Blindness

LEVEL: Clr 3, Sor 2

RANGE: Medium (100' + 10' /level)

DURATION: Permanent

TARGET: One living creature

SAVING THROW: Fortitude negates

SPELL RESISTANCE: Yes

The subject becomes completely blind. In addition to the obvious effects, a blind character suffers a 50% miss chance in combat (as all opponents have full concealment), loses any positive Dexterity bonus to AC and grants a +2 bonus to attackers' attack rolls (as they are effectively invisible), moves at half rate, and suffers a -4 penalty on most Strength and Dexterity based skills.

Blink

LEVEL: Sor 3

RANGE: Personal

DURATION: 1 round/level

TARGET: The caster

This spell causes the caster to "blink" back and forth between the Prime Material and Ethereal planes.

Blinking confers the following abilities to the player: Physical attacks suffer a 50% miss chance, the caster suffers only half damage from area-effect attacks, and strikes as an invisible creature (+2 attack, denying her target any positive Dexterity bonus to AC).

Bull's Strength

LEVEL: Clr 2, Sor 2

RANGE: Touch

DURATION: 1 hour/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The affected creature becomes stronger. The spell increases the recipient's Strength by 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, Strength-related skill checks, etc.

Note: Multiple magical increases to an ability score do not stack.

Burning Hands

LEVEL: Sor 1

RANGE: 10'

DURATION: Instantaneous

Area: A semi-circle with a 10' radius, emanating from the caster

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

A thin sheet of searing flame shoots from the caster's outspread fingertips. Any creature in the area of the flames suffers 1d4 fire damage per caster level, to a maximum of 5d4.

Cat's Grace

LEVEL: Sor 2

RANGE: Touch

DURATION: 1 hour/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The altered creature becomes more graceful, agile, and coordinated. The spell increases the recipient's Dexterity by 1d4+1 points, adding the usual benefits to AC, Reflex saves, Dexterity-based skills, etc.

Cause Fear

LEVEL: Clr 1

RANGE: Close (25' + 5'/2 levels)

DURATION: 1d4 rounds

TARGET: One living creature

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

The affected creature becomes afraid. It suffers a -2 penalty on attack rolls, weapon damage rolls, and saving throws. It flees from you as well as it can. If unable to flee, the creature may fight.

Chain Lightning

LEVEL: Sor 6

RANGE: Long (400' + 40'/level)

DURATION: Instantaneous

TARGET: One primary target plus one secondary target/level within 30' of the primary target

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from the caster's fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt initially inflicts 1d6 electricity damage per caster level (maximum 20d6). After the bolt strikes, lightning can arc to as many secondary targets as the caster has levels; the secondary bolts each strike one target and inflict half as many dice of damage as the primary (rounded down).

Charm Monster

LEVEL: Sor 4

RANGE: Close (25' + 5'/level)

DURATION: 1 day/level

TARGET: One living creature

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

This charm makes a creature regard the caster as his trusted friend and ally. However, if the creature is currently being threatened or attacked by the caster or the caster's allies, it receives a +5 bonus on his saving throw. A charmed monster will fight at the caster's side as if he were an ally under the party's control. Any act by the caster or the caster's apparent allies that threatens the charmed monster breaks the spell.

Charm Person

LEVEL: Sor 1

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 hour/level

TARGET: One person

SAVING THROW: Will negates (see text)

SPELL RESISTANCE: Yes

This charm makes a humanoid of Medium-size or smaller regard the caster as his trusted friend and ally. If the creature is currently being threatened or attacked by the caster or the caster's allies, however, he receives a +5 bonus on his saving throw. A charmed person will fight at the caster's side as if he were an ally under the party's control.

Any act by the caster or the caster's apparent allies that threatens the charmed person breaks the spell.

Chill Touch

LEVEL: Sor 1

RANGE: Touch

DURATION: Instantaneous

TARGET: One creature touched/level

SAVING THROW: Fortitude partially negates (see text)

SPELL RESISTANCE: Yes

A touch from the caster's hand, which glows with blue energy, disrupts the life force of living creatures. Each successful melee touch attack deals 1d6 damage and 1 point of temporary Strength damage. (A Fortitude saving throw negates the Strength damage.) The caster can use this touch attack up to 1 time per level.

Circle of Death

LEVEL: Sor 6

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

Area: Several living creatures within a 50' radius burst

SAVING THROW: Fortitude negates
Spell Resistance: Yes

Circle of Death snuffs out the life forces of living creatures, killing them instantly. The spell slays 1d4 Hit Dice worth of living creatures per caster level (maximum 20d4).

The weakest (lowest Hit Die) creatures in the area are affected first. Creatures with at least 9 Hit Dice or levels are not affected, nor does a circle of death spell affect creatures that are not alive.

Cloudkill

LEVEL: Sor 5

RANGE: Medium (100' + 10'/level)

DURATION: 1 minute/level

EFFECT: Spreads 30' wide by 20' high

SAVING THROW: See text

SPELL RESISTANCE: Yes

This spell generates a bank of fog with ghastly yellowish green vapors that are poisonous. They kill any living creature with 3 or fewer Hit Dice or levels (no save) and cause creatures with 4 to 6 Hit Dice or levels to make Fortitude saving throws or die. Living creatures above 6 Hit Dice, and 4 to 6 Hit Die creatures that make their saving throws, suffer 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

Command

LEVEL: Clr 1

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 round

TARGET: One living creature

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

The cleric gives the subject a one-word command, which the creature obeys to the best of its

ability. To work, the command must be audible, intelligible, unequivocal, and neither suicidal nor directly harmful. Casters using this spell cause their opponents to hold still for one round (creatures so affected are considered prone for purposes of attack).

Cone of Cold

LEVEL: Sor 5

RANGE: Close (25' + 5'/2 levels)

DURATION: Instantaneous

AREA: Cone

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It drains heat, causing 1d6 cold damage per caster level (maximum 15d6).

Confusion

LEVEL: Sor 4

RANGE: Medium (100' + 10'/level)

DURATION: 1 round/level

TARGET: All creatures within a 15' radius

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

Creatures affected by this spell will do nothing for the duration of the spell. However, attackers are not at any special advantage when attacking them. Any confused creature that is attacked automatically attacks its attackers on its next turn.

Control Undead

LEVEL: Sor 7

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 minute/level

TARGET: Up to 2 HD worth of undead creatures/level, no two of which can be more than 30' apart

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

This spell enables the caster to command undead creatures for a short period of time. The caster commands the creatures to attack other creatures hostile to him or her in the area. There is no telepathic communication, but the creatures understand the caster despite her language. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behavior. Intelligent undead might remember that the caster controlled them.

Cure Critical Wounds

LEVEL: Clr 4

As cure light wounds, except cure critical wounds cures 4d8 points damage +1 point per caster level (up to +20).

Cure Light Wounds

LEVEL: Clr 1, Pal 1, Rgr 1

RANGE: Touch

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: None (see text)

SPELL RESISTANCE: No

When laying his hand upon a living creature, the caster channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5). Since undead are powered by negative energy, this spell inflicts damage on them instead of curing their wounds. An undead can attempt a Will save to take half damage.

Cure Minor Wounds

LEVEL: Clr 0

As cure light wounds, except cure minor wounds cures 1 point of damage.

Cure Moderate Wounds

LEVEL: Clr 2, Pal 2

As cure light wounds, except cure moderate wounds cures 2d8 points damage +1 point per caster level (up to +10).

Cure Serious Wounds

LEVEL: Clr 3, Pal 3, Rgr 3

As cure light wounds, except cure moderate wounds cures 3d8 points damage +1 point per caster level (up to +15).

Darkness

LEVEL: Clr 2, Sor 2

RANGE: Touch

DURATION: 10 minutes/level

AREA: 20' radius

SAVING THROW: None

SPELL RESISTANCE: No

This spell causes an object to "shed" darkness.

Not even creatures who can normally see in the dark (such as with darkvision) can see. Normal light and light spells of lower level do not work in the area of effect. Targets fighting within the confines of this spell suffer a 50% concealment miss modifier.

Daze

LEVEL: 5 0

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 round

TARGET: One person (up to 4 Hit Dice or levels)

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

This enchantment clouds the mind of a humanoid of Medium-size or smaller so that it takes no actions. Humanoids of 5 or more Hit Dice or levels are not affected. Targets are not stunned (so attackers get no special advantage against him), but they can't move, cast spells, use mental abilities, etc.

Delay Poison

LEVEL: Clr 2, Pal 2, Rgr 2

RANGE: Touch

DURATION: 1 hour/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The affected creature becomes temporarily immune to poison. Any poison that would affect her "waits around" until the spell ends and then takes effect.

The spell works regardless of whether poison is already in the character's system. It does not, however, cure any damage that poison may have already done.

Destruction

LEVEL: Clr 7

RANGE: Close (25' + 5'/2 levels)

DURATION: Instantaneous

Area: One creature

SAVING THROW: Fortitude partially negates (see text)

SPELL RESISTANCE: Yes

This awful spell instantly slays the target and consumes her remains utterly in holy (or unholy) fire. If the target's saving throw succeeds, she instead suffers 10d6 damage.

Detect Magic

LEVEL: Clr 0, Sor 0

RANGE: 60'

DURATION: 1 minute/level

AREA: A quarter-circle, radius 60', emanating from the caster

SAVING THROW: None

SPELL RESISTANCE: No

The caster detects magical radiations from objects that are either arcane or divine in nature within the range of the spell. Items that are magical glow a soft blue in hue. The spell only shows the presence of a magical item and does not reveal any information about what that items may actually do.

Disintegrate

LEVEL: Sor 6

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

TARGET: One creature or 10' cube of nonliving matter or energy

Saving Throw: Fortitude partial (see text)

SPELL RESISTANCE: Yes

A thin, green beam springs from the caster's pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only traces of fine dust. The caster must make a successful ranged touch attack to hit. The ray affects even magical matter or energy of a magical nature but not a globe of invulnerability. A creature or object that successfully saves is only partially affected; it suffers 5d6 damage.

Dispel Magic

LEVEL: Clr 3, Pal 3, Sor 3

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

Area: 30' radius burst

SAVING THROW: No

SPELL RESISTANCE: No

As magic is powerful, so too is the ability to dispel magic. A spellcaster can use dispel magic to end ongoing spells ("dispel" them) that have been cast on a creature or object or within an area. A dispelled spell ends as if its duration had expired.

Displacement

LEVEL: Sor 3

RANGE: Touch

DURATION: 1 round/level

TARGET: Creature touched

SAVING THROW: None

SPELL RESISTANCE: No

Emulating the natural ability of the displacer beast, the caster appears to be about 2 feet away from her true location. The subject benefits from a 50% miss chance as if she had full concealment. (Unlike actual full concealment, displacement doesn't prevent enemies from targeting the subject normally.) True seeing reveals the subject's true location.

Disrupt Undead

LEVEL: Sor 0

RANGE: Close (25' + 5'/2 levels)

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: Yes

The caster directs a shockwave of positive energy. The caster must make a ranged touch attack roll to hit, and if the ray hits an undead creature, it deals 1d6 damage to it.

Divine Power

LEVEL: Clr 4

RANGE: Personal

DURATION: 1 round/level

TARGET: The caster

Calling upon the divine power of his patron, the Cleric casting this spell imbues himself with strength and skill in combat.

For the duration, the Cleric has the attack bonus of a Fighter of his total level, a Strength of 18 (+4 bonus), and one additional temporary hit point per level. Additional hit points gained by the spell are lost first and disappear at the spell's duration.

Dominate Person

LEVEL: Sor 5

RANGE: Medium (100' + 10'/level)

DURATION: 1 day/level

TARGET: One humanoid of medium size or smaller

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

The caster can control the actions of any humanoid that is medium size or smaller. The caster establishes a telepathic link with the subject's mind. Dominated persons will fight with the party as an ally.

Entangle

LEVEL: Rgr 1

RANGE: Long (400' + 40'/level)

DURATION: 1 minute/level

AREA: 40' radius

SAVING THROW: Reflex (see text)

SPELL RESISTANCE: No

Grasses, weeds, bushes, and even trees within the area of effect wrap, twist, and entwine about creatures, holding them fast. An entangled creature suffers a -2 penalty to ranged attack rolls and a -4 penalty to effective Dexterity. Since the plants are anchored, the entangled character must make a successful Reflex save to be able to move. Spellcasters trapped in an entangle spell must succeed at a Concentration check to be able to cast any spells.

Fear

LEVEL: Sor 4

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 round/level

AREA: Cone

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

An invisible cone of terror causes living creatures to cower from the caster for 1 round per caster level. Those affected by this spell also suffer a -2 penalty to their saving throws.

Feeblemind

LEVEL: Sor 5

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: Will negates (see text)

SPELL RESISTANCE: Yes

The target's Intelligence drops to 1, roughly the intellect of a lizard. The creature is unable to cast spells or communicate coherently. Still, the creature knows who its friends are, and it can follow them and even protect them. The creature remains in this state until a heal spell is used to cancel the effects. Creatures that can cast Arcane spells or use Arcane spell-like effects, such as Sorcerers, suffer a -4 penalty on their saving throws against feeblemind.

Find Traps

LEVEL: Clr 2

RANGE: Medium (100' + 10'/level)

DURATION: 1 minute/level

TARGET: The caster

This causes traps to glow red, making them easier to find and disarm.

Finger of Death

LEVEL: Sor 7

RANGE: Close (25' + 5'/2 levels)

DURATION: Instantaneous

TARGET: One living creature

SAVING THROW: Fortitude partially negates (see text)

SPELL RESISTANCE: Yes

The caster can slay any one living creature within range. The victim is entitled to a Fortitude saving throw to survive the attack. If he succeeds, he instead sustains 3d6 damage + 1 point per caster level.

Fireball

LEVEL: Sor 3

RANGE: Long (400' + 40'/level)

DURATION: Instantaneous

AREA: 20' radius

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

A fireball is a burst of flame that detonates with a low roar and inflicts 1d6 damage per caster level (maximum of 10d6), to all creatures within it. Unattended objects also take this damage. The burst creates almost no pressure.

Fire Shield

LEVEL: Sor 4

RANGE: Personal

DURATION: 1 round/level

TARGET: The caster

This spell wreathes the caster in flame and causes damage to each creature that attacks him in melee. The flames give the caster half damage from cold-based attacks. If the attack allows for a Reflex saving throw for half damage, the caster takes no damage at all on a successful save. Any creature striking the caster with its body or hand-held weapons inflicts normal damage upon the caster, but the attacker suffers 1d6 points of damage plus 1 point of fire damage per caster level.

Fire Storm

LEVEL: Clr 8

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

AREA: Two 10-foot cubes/level

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. Any creatures within the fire storm suffer 1d6 fire damage per caster level to a maximum of 20d6 damage.

Flame Strike

LEVEL: Clr 5

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

AREA: Cylinder 10' in radius and 40' high

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

When a Cleric evokes a flame strike, a vertical column of divine fire roars downward in the location called for by the caster. The spell deals 1d6 damage per level, to a maximum of 15d6. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to protections from fire.

Freedom of Movement

LEVEL: Clr 4, Pal 4, Rgr 4

RANGE: Touch

DURATION: 10 minutes/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

This spell enables the abjured creature to move and attack normally for the duration of the spell, even under the influence

of magic that impedes movement, such as hold, paralysis, slow, or web spells.

Ghoul Touch

LEVEL: Sor 2

RANGE: Touch

DURATION: 1d6+2 rounds

TARGET: One living humanoid

SAVING THROW: Fortitude negates

SPELL RESISTANCE: Yes

Imbuing the caster with negative energy, this spell allows the caster to touch a single humanoid and paralyze him for 1d6+2 rounds.

Globe of Invulnerability

LEVEL: Sor 6

RANGE: 10'

DURATION: 1 round/level

AREA: 10' radius centered on the caster's location

SAVING THROW: None

SPELL RESISTANCE: No

The globe of invulnerability works like the minor globe of invulnerability except that it also excludes 4th-level spells.

Halt Undead

LEVEL: Sor 3

RANGE: Medium (100' + 10'/level)

DURATION: 1 round/level

TARGET: Up to three undead, no two of which are more than 30' apart

SAVING THROW: See text

SPELL RESISTANCE: Yes

When cast, this spell renders immobile up to 3 undead creatures. The spell affects any 3 undead that are within the field of vision and spell range of the caster. Undead of a mindless nature (skeletons and zombies) are automatically affected. Other forms of undead are allowed a Will saving throw to negate the effect.

Harm

LEVEL: Clr 6

RANGE: Touch

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: Yes

The dreaded harm charges a victim with negative energy that causes the loss of all but 1d4 hit points. If used against an undead creature, it acts like heal.

Haste

LEVEL: Sor 3

RANGE: Close (25' + 5'/2 levels)

DURATION: 1 round/level

TARGETS: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The altered creatures move and act more quickly than normal. This extra speed has several effects. All hasted creatures may take one extra partial action during their turn. The hasted creatures act in initiative order.

Hasted creatures gain a +4 haste bonus to AC. The creatures lose this bonus whenever they would lose a dodge bonus.

Haste counters the Slow spell.

Heal

LEVEL: Clr 6

RANGE: Touch

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The very potent heal spell enables a Cleric to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, and deafness of the target and cures all hit-point damage and all temporary damage to ability scores. It dispels feeblemind and cures those mental disorders caused by spells or injury to the brain. Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores. If used against an undead creature, heal acts like harm.

Hold Monster

LEVEL: Sor 5

RANGE: Medium (100' + 10'/level)

DURATION: 1 round/level

TARGET: One living creature

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

As hold person except this spell holds any living creature.

Hold Person**LEVEL:** Clr 2, Sor 3**RANGE:** Medium (100' +10'/level)**DURATION:** 1 round/level**TARGET:** One humanoid of Medium-size or smaller**SAVING THROW:** Will negates**SPELL RESISTANCE:** Yes

The target freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech.

Hold Poison**LEVEL:** Clr 3**RANGE:** Touch**DURATION:** 1 day/level**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

This spell has a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, hold poison arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the hold poison is in effect, the victim can be cured or healed of damage caused by poison by any normal means.

Improved Invisibility**LEVEL:** Sor 4**RANGE:** Touch**DURATION:** 4 rds. + 1 rd./level**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

This illusion spell is similar to the invisibility spell, but the spell doesn't end if the target attacks.

Incendiary Cloud**LEVEL:** Sor 8**RANGE:** Medium (100' + 10'/level)**DURATION:** 1 round/level**EFFECT:** Spreads 30' wide by 20' high**SAVING THROW:** Reflex halves**SPELL RESISTANCE:** Yes

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The white hot embers within the cloud inflict 4d6 fire damage to everything within the cloud each round.

Inflict Critical Wounds**LEVEL:** Clr 4

As inflict light wounds, except inflict critical wounds inflicts 4d8 points damage +1 point per level of the caster (maximum +20).

Inflict Light Wounds**LEVEL:** Clr 1**RANGE:** Touch**DURATION:** Instantaneous**TARGET:** One creature**SAVING THROW:** Will halves**SPELL RESISTANCE:** Yes

When laying his hand upon a creature, the Cleric channels negative energy that inflicts 1d8 points of damage +1 point per level of the caster upon the target (up to +5). Since undead are powered by negative energy, this spell cures them of damage rather than damaging them.

Inflict Moderate Wounds**LEVEL:** Clr 2

As inflict light wounds, except inflict moderate wounds inflicts 2d8 points damage +1 point per level of the caster (maximum +10).

Inflict Serious Wounds**LEVEL:** Clr 3

As inflict light wounds, except inflict serious wounds inflicts 3d8 points damage +1 point per level of the caster (maximum +15).

Invisibility**LEVEL:** Sor 2**RANGE:** Touch**DURATION:** 10 minutes/level**TARGET:** One Creature**SAVING THROW:** None**SPELL RESISTANCE:** No

The creature vanishes from sight, even from darkvision. It becomes visible if it attacks any other creature. Of course, the recipient is not magically silenced, and certain

other conditions can render the recipient detectable. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area of effect includes a foe.

Note: Attackers suffer a -4 penalty to their attack rolls when attempting to hit an invisible creature.

Invisibility Sphere**LEVEL:** Sor 3**RANGE:** Touch**DURATION:** 10 minutes/level**AREA:** 10-foot radius around creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

This spell confers invisibility (as the spell invisibility) upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Light**LEVEL:** Clr 0, Sor 0**RANGE:** Touch**DURATION:** 10 minutes/level**TARGET:** One object**SAVING THROW:** None

SPELL RESISTANCE: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point the caster touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Lightning Bolt

LEVEL: Sor 3

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

AREA: 5' by 100'

SAVING THROW: Reflex halves

SPELL RESISTANCE: Yes

The caster releases a powerful stroke of electrical energy that inflicts 1d6 damage per caster level (maximum 10d6) to each creature within its area of effect. The bolt begins at the caster's fingertips. The caster can project a bolt 5 feet wide and a hundred feet long.

Mage Armor

LEVEL: Sor 1

RANGE: Touch

DURATION: 1 hour/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

An invisible, tangible field of force surrounds the subject of mage armor. It provides a +4 armor bonus to AC. Unlike mundane armor, mage armor entails

no armor check penalty, spell failure chance, or movement reduction. Since the AC bonus is an armor bonus, it does not stack with other armor bonuses, such as from mundane armor or bracers of armor. Incorporeal creatures can not bypass this effect as the spell creates a magical protection that differs from normal armor.

Magic Missile

LEVEL: Sor 1

RANGE: Medium (100' + 10'/level)

DURATION: Instantaneous

TARGET: Up to five creatures, no two of which can be more than 15' apart

SAVING THROW: None

SPELL RESISTANCE: Yes

A missile of magical energy darts forth from the caster's fingertip and unerringly strikes its target. The missile inflicts 1d4+1 damage. The missile strikes unerringly, even if the target is in melee or has partial cover or concealment. For every two extra levels of experience past 1st, the caster gains an additional missile—she has two at 3rd level, three at 5th level, four at 7th level, up to a maximum of five missiles at 9th level or higher. If the caster shoots multiple missiles, she can have them strike a single creature or several creatures.

Mass Suggestion

LEVEL: Sor 6

RANGE: Medium (100' + 10'/level)

DURATION: 1 hour/level

TARGET: One living creature/level, no two of which can be more than 30' apart.

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

The spell causes multiple creatures to fall under the sway of the caster's side of the battle. Such creatures will fight for the caster as if they were controlled by the party (much like the spells Charm Person or Charm Monster).

Melf's Acid Arrow

LEVEL: Sor 2

RANGE: Long (400' + 40'/level)

DURATION: 1 round + 1 round/3 levels

EFFECT: One arrow of acid

SAVING THROW: None

SPELL RESISTANCE: Yes

A magical arrow of acid springs from the caster's hand and speeds to its target. The caster must make a ranged touch attack roll to hit her target. The arrow inflicts 2d4 points of acid damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round.

Minor Globe of Invulnerability

LEVEL: Sor 4

RANGE: 10'

DURATION: 1 round/level

AREA: 10' radius, centered on the caster

SAVING THROW: None

SPELL RESISTANCE: No

An immobile, faintly shimmering magical sphere surrounds the caster and excludes all 1st-, 2nd-, and 3rd-level spell effects. Such spells fail to affect any target or recipient located within the globe. However, any type of spell can be cast through or out of the magical globe. The globe can be brought down by a dispel magic spell. A caster may freely leave and re-enter the globe with no penalty.

Neutralize Poison

LEVEL: Clr 4, Pal 4, Ran 4

RANGE: Touch

DURATION: Instantaneous

TARGET: One creature or one object of up to 1 cubic foot/level

SAVING THROW: None

SPELL RESISTANCE: No

The caster detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, ability score damage, or effects that don't go away on their own.

Poison**LEVEL:** Clr 4**RANGE:** Touch**DURATION:** Instantaneous (see text)**TARGET:** Living creature touched**SAVING THROW:** Fortitude negates (see text)**SPELL RESISTANCE:** Yes

Calling upon the venomous powers of natural predators, the caster inflicts a victim with a horrible poison through a successful melee touch attack. The poison deals 1d10 temporary Constitution damage immediately and another 1d10 temporary Constitution one minute later. Each instance of damage can be negated by a Fortitude saving throw (the Difficulty Check is 10 + 1/2 caster level + the caster's Wisdom modifier).

Prayer**LEVEL:** Clr 3, Pal 3**RANGE:** 30'**DURATION:** 1 round/level**AREA:** All friendly and enemy creatures within 30' of the caster**SAVING THROW:** None**SPELL RESISTANCE:** Yes

The caster brings special favor upon himself and his party and brings disfavor to his enemies. Friendly creatures gain a +1 luck bonus on attack rolls, weapon damage rolls, saving throws, and skill checks, while enemies suffer a -1 penalty on such rolls.

Protection from Evil**LEVEL:** Clr 1, Pal 1, Sor 1**RANGE:** Touch**DURATION:** 1 minute/level**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

This spell conjures a field around the target that has three major effects: it gives a +2 bonus to AC and a +2 bonus on saving throws, (both against attacks made by evil creatures) it blocks any attempt to possess or to exercise mental control over the warded creature, and lastly, it prevents bodily contact by elementals and outsiders. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the warded creature.

Protection from Good**LEVEL:** Clr 1, Sor 1

As protection from evil, except that the bonuses apply to attacks from good creatures (not evil ones), and evil outsiders and elementals (not good ones) can touch the target.

Raise Dead**LEVEL:** Clr 5**RANGE:** Touch**DURATION:** Instantaneous**TARGET:** One dead creature**SAVING THROW:** None**SPELL RESISTANCE:** No

The Cleric restores life to a deceased creature. Raise dead cures hit point damage up to a total of 1 hit point per Hit Die or level. Any damage ability scores damaged to 0 are raised to 1. Any conditions that were present at the time of death, such as paralyzation or poison, are cured as a result of this spell.

Remove Blindness**LEVEL:** Clr 3, Pal 3**RANGE:** Touch**DURATION:** Instantaneous**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

This spell cures blindness, whether the effect is normal or magical. The spell does not restore eyes that have been lost, but repairs them if damaged.

Remove Curse**LEVEL:** Clr 3, Sor 4**RANGE:** Touch**DURATION:** Instantaneous**TARGET:** One creature**SAVING THROW:** None**SPELL RESISTANCE:** No

This spell instantaneously and permanently removes a curse on a person. Remove curse dispels the spell bestow curse.

Remove Fear**LEVEL:** Clr 1**RANGE:** Close (25' + 5'/2 levels)**DURATION:** See text

TARGET: One creature plus one additional creature/4 levels, no two of which can be more than 30' apart

SAVING THROW: None**SPELL RESISTANCE:** No

The Cleric casting this spell instills courage in the spell recipient, granting the creature a +4 morale bonus to his Will saving throws for 10 minutes. If the recipient is suffering from a fear effect when receiving the spell, the target is restored to their normal state. Remove fear counters and dispels cause fear.

Remove Paralysis**LEVEL:** Clr 2, Pal 2**RANGE:** Close (25' + 5'/2 levels)**DURATION:** Instantaneous

TARGET: Up to four creatures, no two of which can be more than 30' apart

SAVING THROW: None**SPELL RESISTANCE:** No

The caster can free one or more creatures from the effects of any temporary paralyzation or related magic including a ghoul's touch, a hold spell, or slow. When the spell is cast on a creature, the paralyzation is negated.

Repulsion**LEVEL:** Sor 6**RANGE:** 10'/level**DURATION:** 1 round/level

AREA: Up to 10' radius/level, centered on the caster

SAVING THROW: Will negates

SPELL RESISTANCE: Yes

An invisible, mobile field surrounds the caster and prevents creatures from approaching her. Creatures within or entering the field must attempt saving throws. If they fail, they become unable to move toward the caster for the duration of the spell. Repelled creatures' actions are not otherwise restricted; they can fight other creatures, cast spells and attack the caster with ranged weapons. Targets in the thrall of the spell may make melee attacks against the warded individual if the warded individual moves within reach.

Resistance

LEVEL: Clr 0, Pal 0, Sor 0

RANGE: Touch

DURATION: 1 minute

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

The caster imbues the target with magical energy that protects her from harm, granting her a +1 bonus on saving throws.

Restoration

LEVEL: Clr 4

RANGE: Touch

DURATION: Instantaneous

TARGET: Creature touched

SAVING THROW: None

SPELL RESISTANCE: No

Dispels any magical effects reducing one of the subject's ability scores or cures all points of temporary or permanent ability damage to one of the subject's ability scores (such as from poison). It also restores any experience levels to a creature who has had a level drained.

Resurrection

LEVEL: Clr 7

RANGE: Touch

DURATION: Instantaneous

TARGET: Dead creature touched

SAVING THROW: None

SPELL RESISTANCE: No

The Cleric is able to restore life and complete strength to any deceased creature by bestowing the resurrection spell on the creature's remains. The creature cannot be dead any longer than 10 years per level of the Cleric casting the spell. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

Searing Light

LEVEL: Clr 3

RANGE: Medium
(100' + 10' per level)

DURATION: Instantaneous

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: Yes

Focusing holy power like a ray of the sun, the Cleric projects a blast of light from his open palm. The Cleric must make a ranged touch attack to strike his target. A creature struck by this ray of light suffers 1d8 damage per 2 caster levels (maximum 5D8). Undead suffer 1d6 damage per caster level (maximum 10d6), and undead particularly vulnerable to sunlight, such as vampires, suffer 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects suffer only 1d6 points of damage per 2 caster levels (maximum 5D6).

See Invisibility

LEVEL: Sor 2

RANGE: Medium (100' + 10' /level)

DURATION: 10 minutes/level

AREA: Cone

SAVING THROW: None

SPELL RESISTANCE: No

The caster is able to see any creatures who are invisible in the area of the spell.

Shield

LEVEL: Sor 1

RANGE: Personal

DURATION: 1 minute/level

TARGET: The caster

Shield creates an invisible, mobile disc of force that hovers in front of the caster. It completely negates magic missile attacks directed at him. The disc intercepts attacks, providing three-

fourths cover (+7 AC and +3 on Reflex saving throws).

Shield of Faith

LEVEL: Clr 1

RANGE: Touch

DURATION: 1 minute/level

TARGET: One creature

SAVING THROW: None

SPELL RESISTANCE: No

This spell creates a shimmering, magical field around the caster that averts attacks. The spell grants a +2 bonus to AC, with an additional +1 for every 6 levels of the caster (up to +5).

Shocking Grasp

LEVEL: Sor 1

RANGE: Touch

DURATION: 1 round

TARGET: One creature or object

SAVING THROW: None

SPELL RESISTANCE: Yes

This spell imbues the caster's hand with a powerful electrical charge, which she can use to damage an opponent. The caster must make a successful melee touch attack which deals 1d8 of electrical damage +1/caster level (maximum 1d8+20). When delivering the jolt, the caster gains a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.)

Silence**LEVEL:** Clr 2**RANGE:** Long (400' +40'/level)**DURATION:** 1 minute/level

Area: 15' radius, centered on a creature, object, or point in space

SAVING THROW: Will negates**SPELL RESISTANCE:** Yes

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped; conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area.

Slay Living**LEVEL:** Clr 5**RANGE:** Touch**DURATION:** Instantaneous**TARGET:** One living creature**SAVING THROW:** Fortitude partially negates (see text)**SPELL RESISTANCE:** Yes

The caster can slay any one living creature. The caster must succeed at a melee touch attack roll to touch the victim, and the victim can avoid death with a successful Fortitude saving throw. If she succeeds, she instead suffers 3d6 damage + 1 point per caster level. (Of course, the victim might die from damage even if she succeeds at her saving throw.)

Sleep**LEVEL:** Rgr 1, Sor 1**RANGE:** Medium (100' +10'/level)**DURATION:** 1 minute/level

Area: Several living creatures within a 15' radius burst

Saving Throw: Will negates**SPELL RESISTANCE:** Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Up to 2d4 Hit Dice or levels of creatures can be affected, and creatures with the least amount of Hit Dice are affected first. No creature with 5 or more Hit Dice or levels is affected, and Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not.

Awakening a creature is a partial action.

Slow**LEVEL:** Sor 3**RANGE:** Close (25' + 5'/2 levels)**DURATION:** 1 round/level

TARGET: One creature/level, no two of which can be more than 30' apart

SAVING THROW: Will negates**SPELL RESISTANCE:** Yes

Affected creatures move and attack at a drastically slowed rate. Slowed creatures can only take a partial action each turn. Additionally, they suffer -2 penalties on AC, melee attack

rolls, melee damage rolls, and Reflex saves. Slow dispels the haste spell.

Spell Resistance**LEVEL:** Clr 5**RANGE:** Touch**DURATION:** 1 minute/level**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

Creature touched gains spell resistance equal to 12 + the caster's level. In order to use a spell on a creature with spell resistance, the caster must roll the creature's spell resistance or higher on 1d20 + caster's level.

Spiritual Weapon**LEVEL:** Clr 2**RANGE:** Medium (100' +10'/level)**DURATION:** 1 round/level**EFFECT:** A magical weapon of force**SAVING THROW:** None**SPELL RESISTANCE:** Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as the Cleric directs it. It strikes the opponent the Cleric designates, starting with one attack on the round the spell is cast and continuing each round thereafter. It uses the Cleric's Base Attack score as its attack bonus (possibly allowing it multiple attacks per round) and deals 1d8 damage per hit.

Stinking Cloud**LEVEL:** Sor 3**RANGE:** Medium (100' +10'/level)**DURATION:** 1 round/level**EFFECT:** Spreads 30' radius by 20' high**SAVING THROW:** Fortitude negates (see text)**SPELL RESISTANCE:** Yes

Stinking cloud creates a billowing mass of poisonous, nauseating vapors that incapacitate those caught in it. Creatures who fail their saving throw in the cloud are unable to attack, cast spells, concentrate on spells, and so on. The only action the nauseated character can take is a single move per turn. These effects last as long as the character is in the cloud.

True Seeing**LEVEL:** Clr 5, Sor 6**RANGE:** Touch**DURATION:** 1 minute/level**TARGET:** Creature touched**SAVING THROW:** None**SPELL RESISTANCE:** No

The caster confers on the recipient the ability to see all things as they actually are. The target sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed or altered things.

Vampiric Touch**LEVEL:** Sor 3**RANGE:** Touch**DURATION:** Instantaneous/2 hours
(see text)**TARGET:** One living creature**SAVING THROW:** None**SPELL RESISTANCE:** Yes

The caster's touch deals 1d6 damage per 2 caster levels (maximum 10d6) on a successful melee touch attack roll. The caster gains temporary hit points equal to the damage she inflicts. (The caster, however, can't gain more than the target's current hit points + 10, enough to kill the target.) The temporary hit points disappear 2 hours later.

Web**LEVEL:** Sor 2**RANGE:** Medium (100' + 10'/level)**DURATION:** 10 minutes/level**EFFECT:** Spreads 20' radius**SAVING THROW:** Reflex negates
(see text)**SPELL RESISTANCE:** Yes

Web creates a multi-layered mass of strong, sticky strands that trap those caught in them. The strands are similar to spider webs but far larger and tougher. Anyone in the area when the spell is cast must roll a Reflex saving throw. If the throw fails, the character is stuck. Characters who are stuck suffer a -2 to all attack rolls, -4 to Dexterity scores, must succeed in a Concentration check to cast a spell, and are immobile. A stuck character may break loose by spending one round and making a successful Strength check (DC 20). Once loose (either by making the initial Reflex saving throw or a later Strength check), a character may progress through the web, but very slowly. Characters who make their saving throw may move unimpeded through the web.

Bestiary**Arraccat**

Arraccat are aggressive predators, dwelling both above and below ground. Half insect and half feline, all have six legs (two are nearly vestigial) and six eyes. Created by Wizard Elves to be guardians of the forest, these creatures have gone completely wild in Myth Drannor. Rogue Arraccat are often found as solitary dungeon creatures. Above ground, Arraccat tend to move in packs, mimicking hyenas in their behavior.

**Dragon-Kin**

These creatures are rumored to be very distant cousins of dragons. Most Dragon-kin live wild and this type is known as tribal dragon-kin. Dragon-kin have developed bipedal humanoid characteristics, but they still possess dragon like face and wings, claws, a tail, horns, and a sort of mane/beard that dragons seem to have. Their coloration is usually a dark reddish brown.

**Drow**

These dreaded, evil creatures were once part of the community of elves that still roam the world's forests. Now these dark elves inhabit black caves and winding tunnels under the earth, where they make dire plans against the races that still walk beneath the sun, on the surface of the green earth. Drow have black skin and pale, usually white hair. They are shorter and more slender than humans, seldom reaching more than 5 feet in height.



Drow also have their own silent language made up of both signed hand movements and some body language that allows them to convey information to each other. The drow's world is one in which violent conflict is part of everyday life. It should not be surprising then, that most drow encountered, whether alone or in a group, are ready to fight. Drow wear finely crafted, non-encumbering, black mesh armor that is made with a special alloy of steel containing adamantine.

Even the lowliest Drow Fighters have, in effect, chain mail +1, while higher level Drow have more powerful mail. All dark elves receive training in magic. Perhaps it is the common use of magic in Drow society that has given the dark elves their incredible resistance. Dark elves do have one great weakness...bright light. Because the Drow have lived so long in the earth, rarely venturing to the surface, they are no longer able to tolerate bright light at all.

Lizardfolk

Lizardfolk are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by fishing and gathering. Adult Lizardfolk stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Lizardfolk garb is limited to strings of bones and other barbaric ornaments. In combat, Lizardfolk fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee, Lizardfolk tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape. They occasionally take prisoners as slaves, for food, or to sacrifice in obscure tribal rites.



Naga (Guardian & Dark)

Possessing high intelligence and magical abilities, Naga are snake-like creatures with human heads. The cold-blooded Naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise.



Surrounded with a flowery sweet scent, the guardian Naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. The guardian Naga can spit poison at an individual attacker at up to 30 feet away, and has the ability to use Divine spells as if they were Clerics.

Dark Naga, the evil cousin to the guardian Naga, tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes. Dark Naga have a non-poisonous bite. The most feared ability of Dark Nagas is their power to wield magic. Dark Naga are immune to the effects of all known (normal and magical) venoms and poisons.

Orc

Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: Humans, Elves, Dwarves, Goblins, and other Orc tribes.



Orcs vary widely in appearance, as they frequently crossbreed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them darkvision. Male Orcs are about 5 to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor is unattractive, dirty, and often a bit rusty.

Orcs speak Orcish, a language derived from older human and elvish languages. There is no common standard of Orcish, so the language has many dialects which vary from tribe to tribe. Orcs have also learned to speak local common tongues, but are not comfortable with them. Some orcs have a limited vocabulary in Goblin, Hobgoblin, and Ogre dialects. Orcs are constantly in battle, believing life to be a series of war torn battles for might and supremacy.

Ormyrr

Some sages believe these seldom-glimpsed creatures are natives of another plane or world who have somehow found their way to Faerun. An Ormyrr is pale mushroom white to dun in color, with a purplish underbelly. It looks like a giant upright worm with two pairs of arms projecting from a powerful torso, topped by a fang-mouthed, frog-like head. Ormyrr give an overall impression of great strength, and can wield weapons with all four arms without getting tangled up in their own attacks. Ormyrr can also fight with their long-taloned hands, or use them to hurl missiles. Some Ormyrr wear necklaces of the linked skulls of creatures they've slain; adventurers are warned that the braincases are often used to store sling stones and other small weapons or items (such as caltrops or darts).



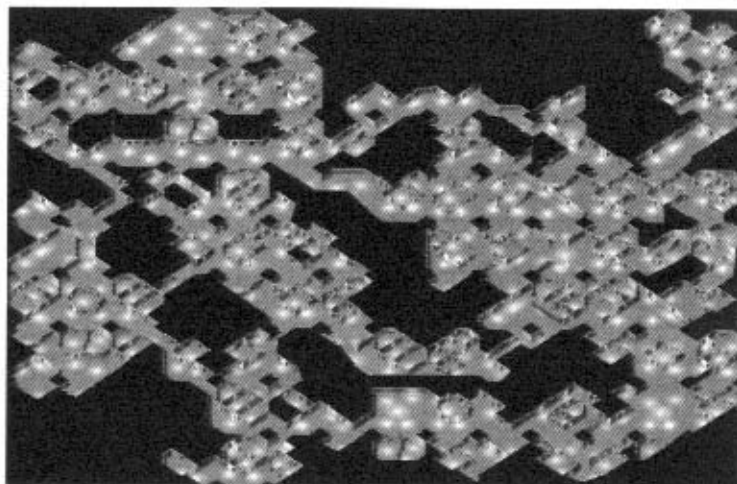
Undead

Myth Drannor is rife with the leagues of those who have fallen and been corrupted by the years of foul denizens and dark wars that have passed through its crumbling halls. As a result, adventurers far and wide have heard tales of both corporeal and incorporeal undead stalking the haunted courts of the once beautiful city in search of their next victim. All manner of undead will assault the party as they make their way through the game. From low level Skeletons and Zombies, to the fearsome drain ability of Shadows and Wraiths, to the paralyzing touch of the Mohrg and Ghoul, a trained party of adventurers will have their work cut out for them as they play through the game. Undead are more prevalent at night and within the crypts and catacombs of the city. Their immunities to mind control, and conditional effects such as poison and paralyzation make them a true challenge indeed.



The Main Halls at a Glance

This section is engineered to give you a glance at the first dungeon you will encounter in the game. Players who do not wish to have such secrets revealed should skip these few pages. Below you will find a map of the 3rd level of the dwarven dungeons, known to its inhabitants as the Main Halls. The area has been divided into key sections that will be referenced throughout game play.



Here are a few hints to help you in exploring the game:

- Save the game often; danger lurks around nearly every corner in Myth Drannor
- Use the flags on the in-game map to mark specific areas you'll need to return to (such as locked doors)
- Explore everywhere; many secret passageways and rooms exist in these shattered halls
- Rest areas are your friends; not many places in Myth Drannor are safe, so make a note of these
- Reference your Quest Log to discover new logged information & remind yourself what quests are open

EPILOGUE

As every quest ends, travelers are faced with a crossroads. Down one path, the comforts of civilization beckon with the siren call of warm beds, fine ale and the familiar faces of home. Down the other? Danger, uncertainty, hardship and.... adventure. The few who survive to tell their tales of Myth Drannor are grateful to escape with their lives. Yet in the dark of the night, they hear the whispering of the ghosts in the stones, while the proud shards of the towers thrusting into the crown of the forest haunt their dreams. And most return...

In these final pages you will find information that could be useful to you during the adventure in the appendixes. If you have any difficulties or questions, see our customer support section for information on contacting someone who can help. Lastly, the credits list the numerous persons who worked together to bring you **POOL OF RADIANCE™**.
RUINS OF MYTH DRANNOR.

APPENDIXES

Class Information Charts

Table A-1: Class Information: BARBARIAN

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL. SAVE	SPECIAL
1	+1	+2	+0	+0	RAGE 1x/DAY FAST MOVEMENT
2	+2	+3	+0	+0	UNCANNY DODGE (DEX BONUS TO AC)
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	RAGE 2x/DAY
5	+5	+4	+1	+1	UNCANNY DODGE (CAN'T BE FLANKED)
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	RAGE 3x/DAY
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	RAGE 4x/DAY
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	RAGE 5x/DAY

Table A-2: Class Information: CLERIC

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL. SAVE	SPECIAL
1	0	+2	+0	+2	TURN UNDEAD
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	

CLERIC SPELLS PER DAY

	0	1	2	3	4	5	6	7	8
3	2	—	—	—	—	—	—	—	—
4	3	—	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	4	3	—	—	—	—	—	—	—
5	4	3	2	—	—	—	—	—	—
5	4	4	3	—	—	—	—	—	—
6	5	4	3	2	—	—	—	—	—
6	5	4	4	3	—	—	—	—	—
6	5	5	4	3	2	—	—	—	—
6	5	5	4	4	3	—	—	—	—
6	6	5	5	4	3	2	—	—	—
6	6	6	5	5	4	3	2	—	—
6	6	6	6	5	5	4	3	2	—
6	6	6	6	6	5	5	4	4	3

Table A-3: Class Information: FIGHTER

LEVEL	BASE ATTACK	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	BONUS FEAT
2	+2	+3	+0	+0	BONUS FEAT
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	BONUS FEAT
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	BONUS FEAT
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	BONUS FEAT
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	BONUS FEAT
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	BONUS FEAT
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	BONUS FEAT
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	BONUS FEAT

Table A-4: Class Information: MONK

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	0	+2	+2	+2	EVASION, STUNNING ATTACK, UNARMED STRIKE
2	+1	+3	+3	+3	DEFLECT ARROWS
3	+2	+3	+3	+3	STILL MIND
4	+3	+4	+4	+4	
5	+3	+4	+4	+4	
6	+4	+5	+5	+5	
7	+5	+5	+5	+5	WHOLENESS OF BODY,
8	+6/+1	+6	+6	+6	
9	+6/+1	+6	+6	+6	IMPROVED EVASION
10	+7/+2	+7	+7	+7	KI STRIKE (+1)
11	+8/+3	+7	+7	+7	DIAMOND BODY
12	+9/+4	+8	+8	+8	
13	+9/+4	+8	+8	+8	DIAMOND SOUL, KI STRIKE (+2)
14	+10/+5	+9	+9	+9	
15	+11/+6/+1	+9	+9	+9	QUIVERING PALM
16	+12/+7/+2	+10	+10	+10	KI STRIKE (+3)

Table A-4: Class Information: MONK

UNARMED ATTACK BONUS	UNARMED DAMAGE*	AC BONUS**	UNARMORED SPEED***
+0	1D6	+0	30 FT.
+1	1D6	+0	30 FT.
+2	1D6	+0	40 FT.
+3	1D8	+0	40 FT.
+3	1D8	+1	40 FT.
+4/+1	1D8	+1	50 FT.
+5/+2	1D8	+1	50 FT.
+6/+3	1D10	+1	50 FT.
+6/+3	1D10	+1	60 FT.
+7/+4/+1	1D10	+2	60 FT.
+8/+5/+2	1D10	+2	60 FT.
+9/+6/+3	1D12	+2	70 FT.
+9/+6/+3	1D12	+2	70 FT.
+10/+7/+4/+1	1D12	+2	70 FT.
+11/+8/+5/+2	1D12	+3	80 FT.
+12/+9/+6/+3	1D20	+3	80 FT.

* Small Monks deal less damage (see Table A-4a: Small Monk Damage and Speed).

** This figure plus the Monk's Wisdom modifier is added to the Monk's AC (if this figure plus the Monk's Wisdom modifier is not a bonus, do not add it). The AC bonus is 1/5 the Monk's level.

*** Halfling and Dwarf Monks are slower (see Table A-4a: Small Monk Damage and Speed).

Table A-4a:
Small Monk Damage and Speed

LEVEL	DAMAGE	SPEED
1-2	1D4	20 FT.
3	1D4	25 FT.
4-5	1D6	25 FT.
6-7	1D6	35 FT.
8	1D8	35 FT.
9-11	1D8	40 FT.
12-14	1D10	45 FT.
15	1D10	55 FT.
16-17	2D6	55 FT.
18-20	2D6	60 FT.

Table A-5: Class Information: Paladin

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL. SAVE	SPECIAL
1	+1	+2	+0	+0	DIVINE GRACE, LAY ON HANDS
2	+2	+3	+0	+0	AURA OF COURAGE, SMITE EVIL
3	+3	+3	+1	+1	TURN UNDEAD
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	

PALADIN SPELLS PER DAY

0	1	2	3	4
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
1	-	-	-	-
1	-	-	-	-
1	1	-	-	-
1	1	-	-	-
2	1	-	-	-
2	1	-	-	-
2	1	1	-	-
2	1	1	-	-
2	1	1	1	-
2	1	1	1	-
3	2	1	1	-
3	2	1	1	1

Table A-6: Class Information: RANGER

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL. SAVE	SPECIAL
1	+1	+2	+0	+0	1ST FAVORED ENEMY
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	2ND FAVORED ENEMY
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	3RD FAVORED ENEMY
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	4TH FAVORED ENEMY
16	+16/+11/+6/+1	+10	+5	+5	

RANGER SPELLS PER DAY

1	2	3	4
1	2	3	4
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
1	-	-	-
1	-	-	-
1	-	-	-
1	-	-	-
1	1	-	-
1	1	-	-
1	1	-	-
1	1	1	-
1	1	1	-
2	1	1	-
2	1	1	1
2	2	1	1

Table A-7: Class Information: ROGUE

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	0	+0	+2	+0	SNEAK ATTACK +1D6
2	+1	+0	+3	+0	EVASION
3	+2	+1	+3	+1	SNEAK ATTACK +2D6, UNCANNY DODGE (DEX BONUS TO AC)
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	SNEAK ATTACK +3D6
6	+4	+2	+5	+2	UNCANNY DODGE (CAN'T BE FLANKED)
7	+5	+2	+5	+2	SNEAK ATTACK +4D6
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	SNEAK ATTACK +5D6
10	+7/+2	+3	+7	+3	IMPROVED EVASION
11	+8/+3	+3	+7	+3	SNEAK ATTACK +6D6
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	SNEAK ATTACK +7D6
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	SNEAK ATTACK +8D6
16	+12/+7/+2	+5	+10	+5	

Table A-7: Class Information: SORCERER

LEVEL	ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE
1	+0	+0	+0	+2
2	+1	+0	+0	+3
3	+1	+1	+1	+3
4	+2	+1	+1	+4
5	+2	+1	+1	+4
6	+3	+2	+2	+5
7	+3	+2	+2	+5
8	+4	+2	+2	+6
9	+4	+3	+3	+6
10	+5	+3	+3	+7
11	+5	+3	+3	+7
12	+6/+1	+4	+4	+8
13	+6/+1	+4	+4	+8
14	+7/+2	+4	+4	+9
15	+7/+2	+5	+5	+9
16	+8/+3	+5	+5	+10

SORCERER SPELLS PER DAY

0	1	2	3	4	5	6	7	8
5	3	—	—	—	—	—	—	—
5	4	—	—	—	—	—	—	—
5	5	—	—	—	—	—	—	—
5	6	3	—	—	—	—	—	—
5	6	4	—	—	—	—	—	—
5	6	5	3	—	—	—	—	—
5	6	6	4	—	—	—	—	—
5	6	6	5	3	—	—	—	—
5	6	6	6	4	—	—	—	—
5	6	6	6	5	3	—	—	—
5	6	6	6	6	4	—	—	—
5	6	6	6	6	5	3	—	—
5	6	6	6	6	6	4	—	—
5	6	6	6	6	6	5	3	—

Table A-8A: SORCERER Spells Known

LEVEL	0	1	2	3	4	5	6	7	8
1	5	2	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—
4	5	3	1	—	—	—	—	—	—
5	5	4	2	—	—	—	—	—	—
6	5	4	2	1	—	—	—	—	—
7	5	5	3	2	—	—	—	—	—
8	5	5	3	2	1	—	—	—	—
9	5	5	4	3	2	—	—	—	—
10	5	5	4	3	2	1	—	—	—
11	5	5	5	4	3	2	—	—	—
12	5	5	5	4	3	2	1	—	—
13	5	5	5	4	4	3	2	—	—
14	5	5	5	4	4	3	2	1	—
15	5	5	5	4	4	4	3	2	—
16	5	5	5	4	4	4	3	2	1

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Vocal Samples courtesy of Spectrasonics "Symphony of Voices"

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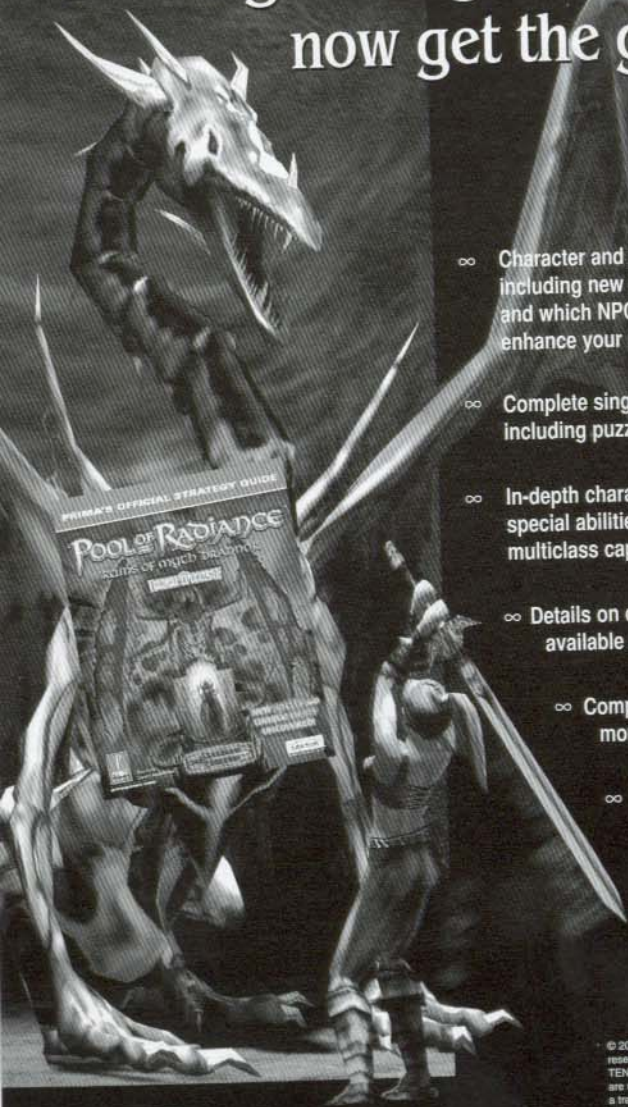
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